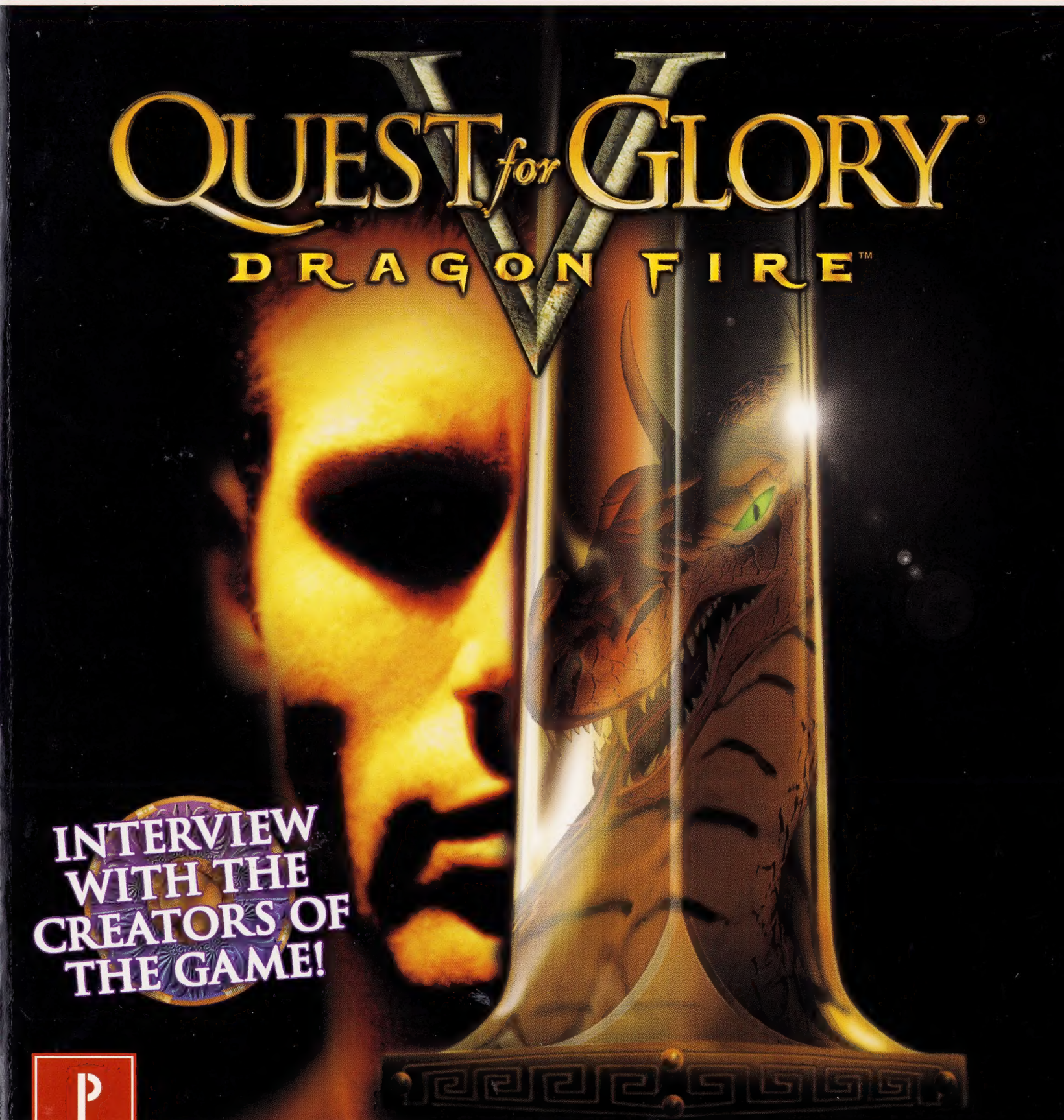
PRIMA'S OFFICIAL STRATEGY GUIDE

QUEST for GLORY V

DRAGON FIRE™



INTERVIEW WITH THE CREATORS OF THE GAME!

PRIMA®

SIERRA FX™

A SIERRA COMPANY YOSEMITE Entertainment

Rick Barba

QUEST for GLORY V

DRAGON FIRE™

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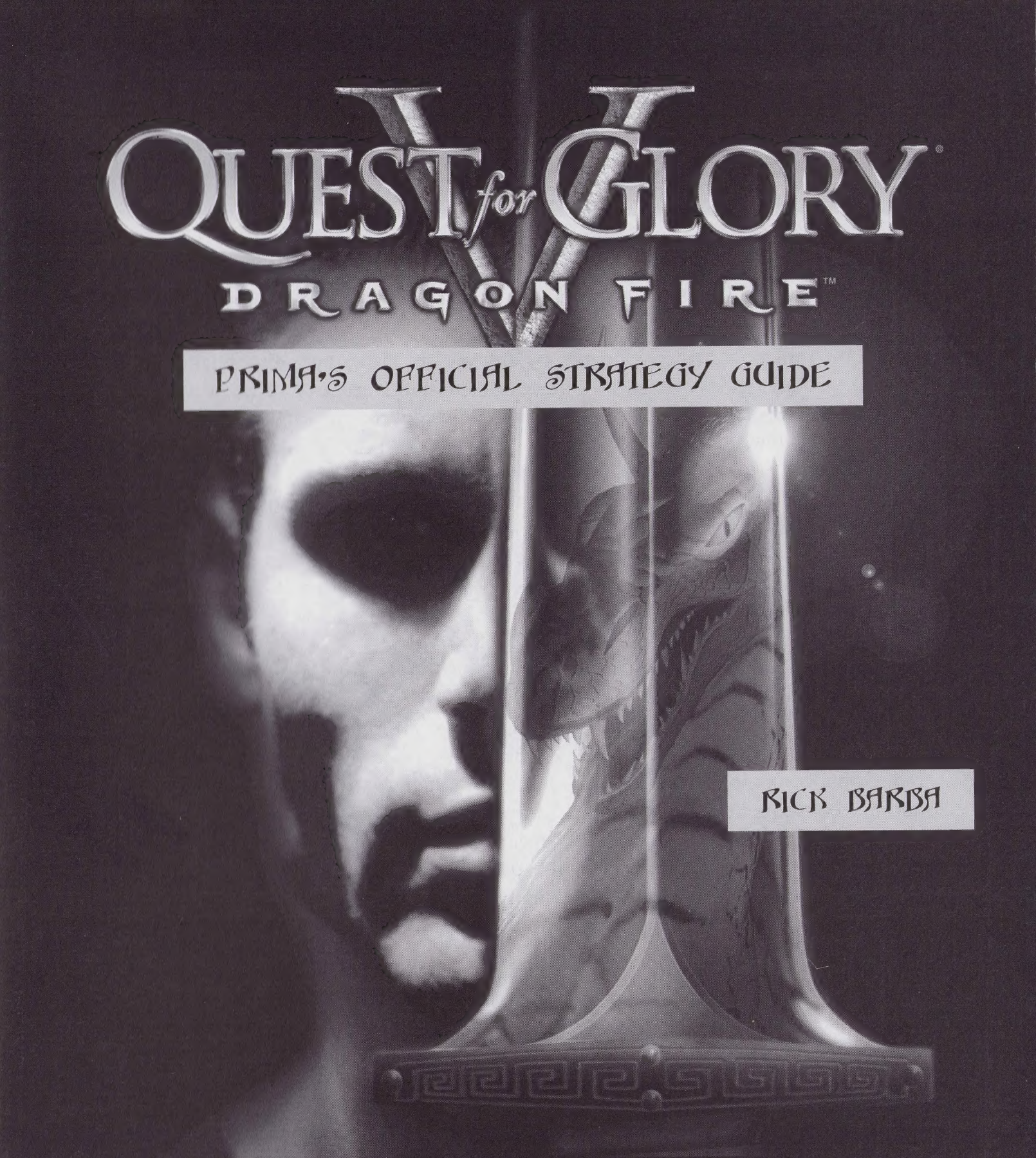

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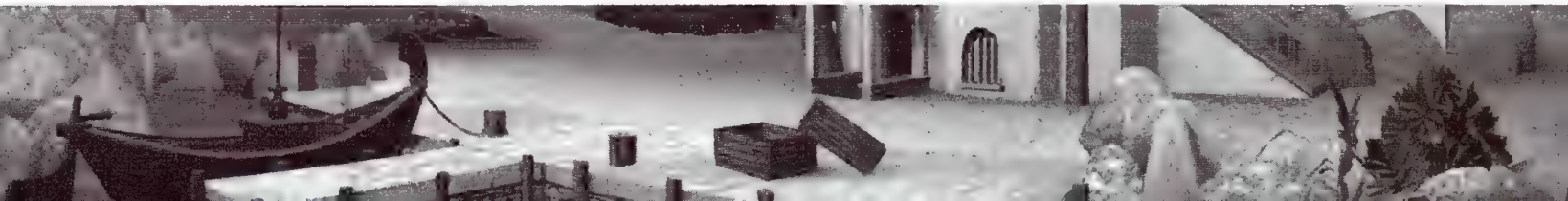

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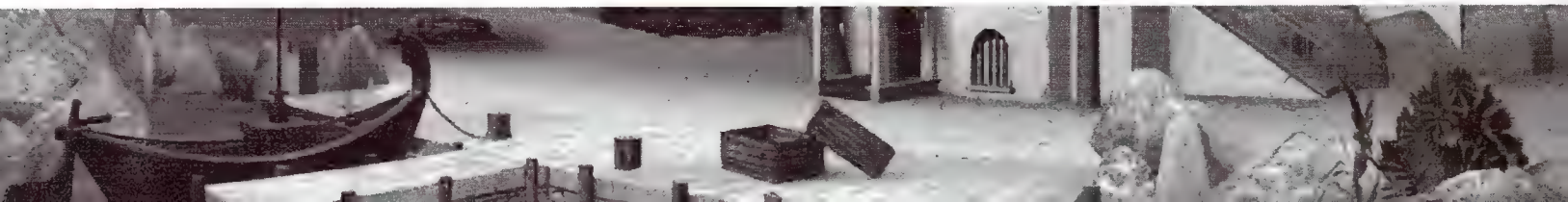

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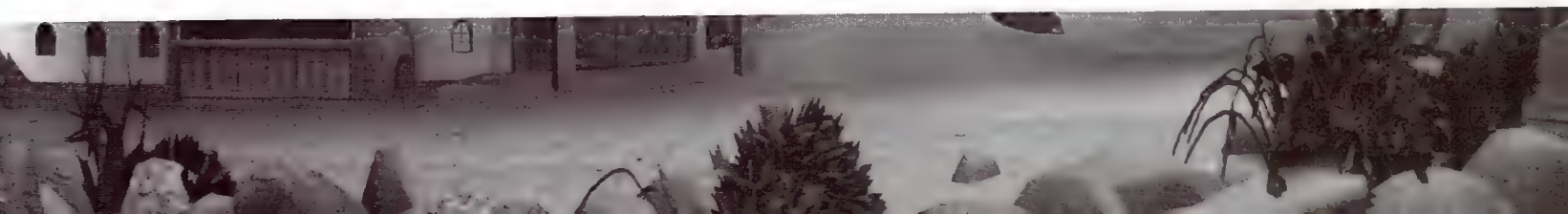

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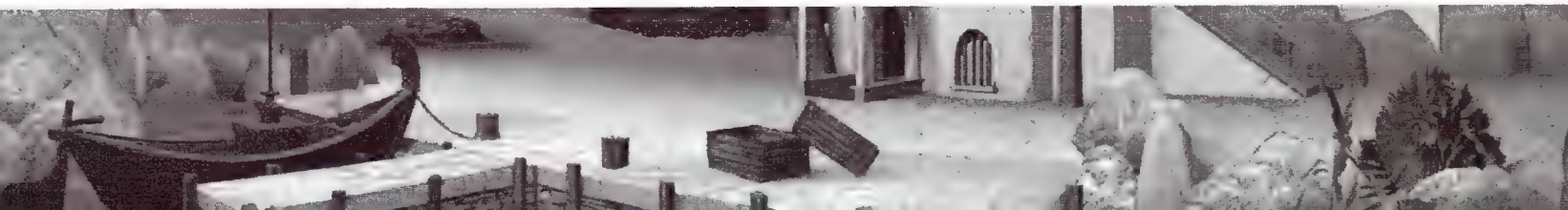


Introduction

Welcome to the only official strategy guide to *Quest for Glory V: Dragon Fire*, the latest installment in one of the most popular computer games series ever designed. Over the years, the venerable *Quest for Glory* universe has enchanted legions of would-be heroes, guiding computer adventurers across exotic landscapes such as the snowy Barony of Spielburg, the marvelous desert cities of Shapeir and Raseir, the Liontar kingdom of Tarna, and the darkly afflicted valley of Mordavia.

Now your hero, the Prince of Shapeir, journeys to the island city of Silmaria to face yet another challenge. Glory lies at the end of four different paths, depending on which character role—Thief, Fighter, Wizard, or Paladin—you choose to assume. Along each path, your hero faces many perplexing puzzles and choices. And that's where this guide comes in.

NOTE

This book is not a substitute for the *Quest for Glory V: Dragon Fire* game manual. As a "strategy guide," this weighty tome assumes you've read the manual and are familiar with the *Dragon Fire* interface, as well as the other important game elements explained in Yosemite Entertainment's excellent documentation.

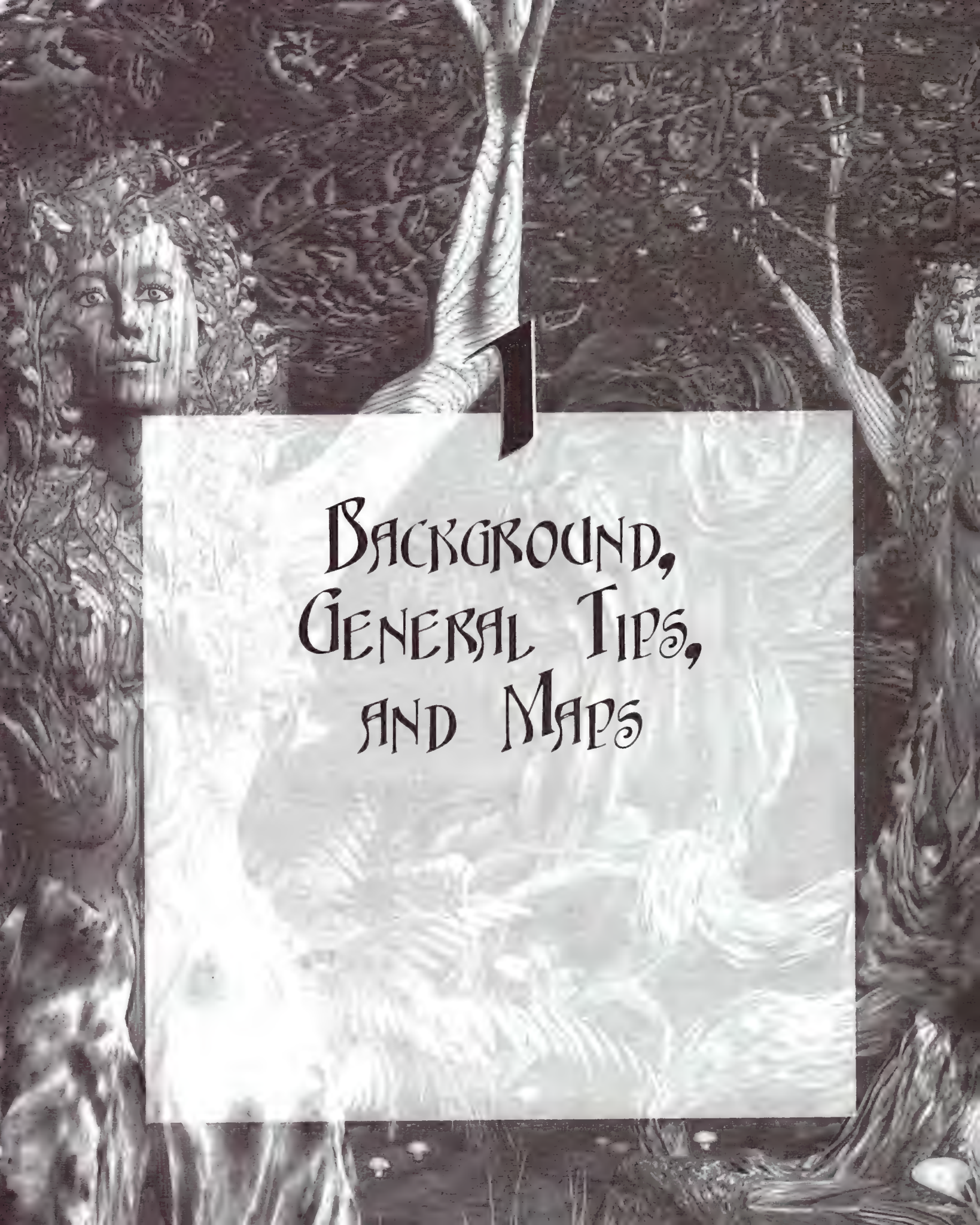
How to Use This Book

This book gives *Quest for Glory* gamers exactly what they universally clamor for—simple maps, a few starter tips, and four straightforward solution paths, one for each character type. These paths are old-fashioned, nose-to-the-grindstone walkthroughs—no veiled hints, no coy clues, just easy-to-find answers.

Note, however, that *Quest for Glory V: Dragon Fire* is a vast, three-dimensional world offering many, many ways to explore and solve puzzles. Thus, keep in mind that the solution paths presented here are *optimal* paths, developed with the cooperation of the *Quest for Glory* creative team. These paths are designed to guide you efficiently through each character type's story without sacrificing dramatic effect.

A Note to New Gamers

Players unfamiliar with *Quest for Glory*'s unique blend of action, adventure, and role-playing should consider first playing the game as a Thief. Chapter 2, "The Thief's Path," provides an annotated walkthrough offering a comprehensive, step-by-step guide through the game.

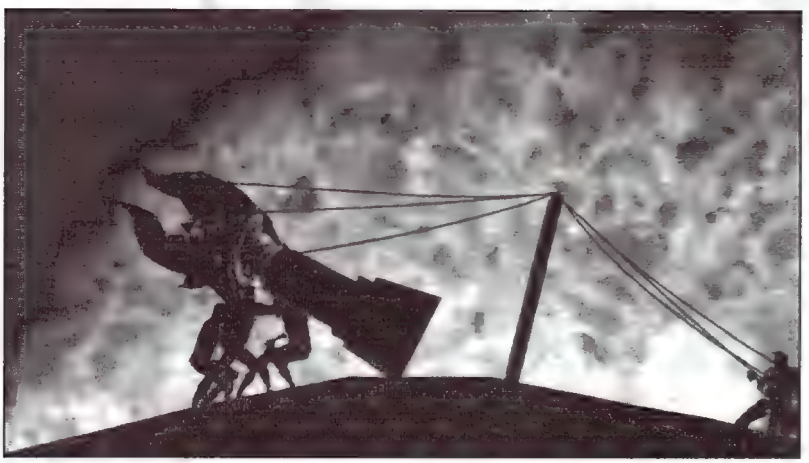


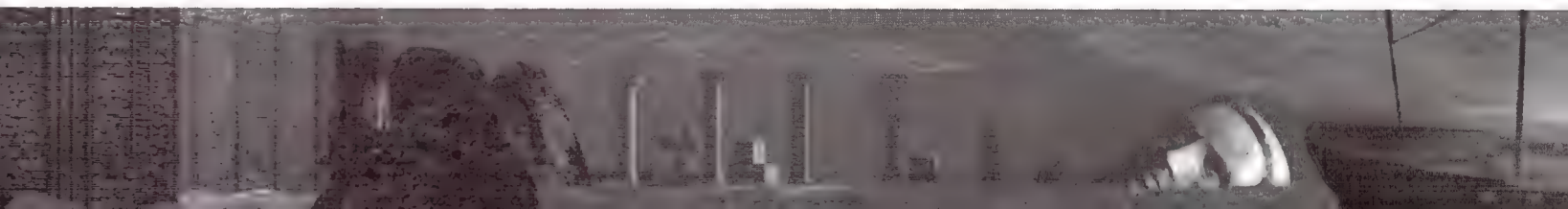
1

Background, General Tips, and Maps

Silmaria was a peaceful kingdom nestled among a hundred islands. Until the dragon came.

The beast rose from its ancient lair and plunged the land into chaos. Seven pillars were raised, enchanted with spells from ancient scrolls, and placed throughout the kingdom. As each one rose, the dragon became weaker.





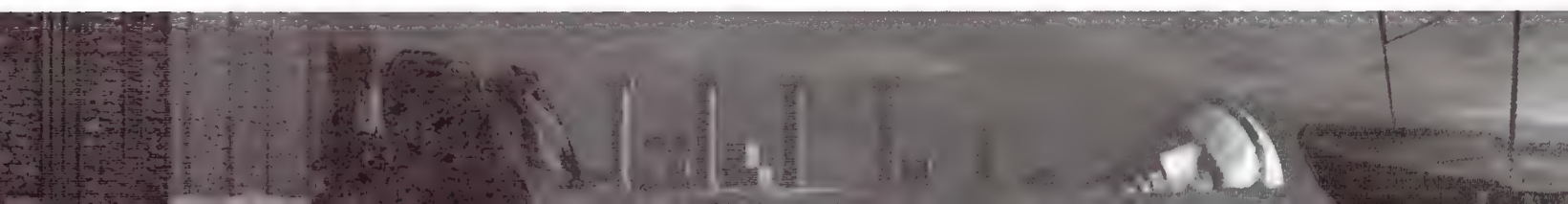
This powerful enchantment drove the dragon into its lair. But remember, dragons live a long time. And once angered, they do not forget.

Years of peace have come and gone, and most have forgotten the dragon's reign of terror. But there are those who do remember. And one, in particular, sees the past as the key to the kingdom.

"I have seen a vision that the blood of a murdered man will break the ancient spell . . . and free the dragon from its tomb. And as the pillars fall, dark fingers of evil will reach out across the land.

"I am the King of Silmaria, and I don't have long to live. An assassin has been unleashed to kill me, and an army of evil terrorizes the countryside."

"Silmaria must have a new leader, and the dragon must be destroyed forever. Only a hero can save the kingdom. I pray one will come in time."



An Important Note About the Solution Paths

Chapters 2 through 5 present optimal solution paths for the four *Quest for Glory V* character types. These paths were developed in cooperation with the *Quest for Glory V: Dragon Fire* design team. However, these are by no means the only solution paths through the game. We created solution paths that maximize experience and puzzle points while keeping true to the spirit of each character type—Thief, Fighter, Wizard, Paladin.

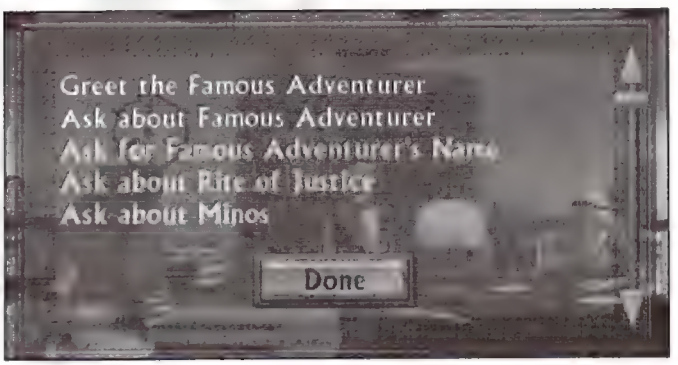
Here are a few other things to remember as you proceed.

Read the Manual!

This walkthrough assumes you're familiar with the *Quest for Glory V: Dragon Fire* interface—movement keys, inventory controls, and so on. If you're not, please read the manual that comes with the game.

Scroll to Discuss Everything

The direction "Talk to [Character's Name]" assumes you'll click on the indicated character, select Talk, and discuss *all* topics—that is, all dialogue topics not yet highlighted in the dialogue list. Keep in mind that dialogue lists are sometimes too long for all topics to appear in the window. Look for the scroll bar on the right side of the window. If you see it, scroll down the list to see more topics of discussion.



Always Haggle with Merchants

Whenever you buy or sell items in *Quest for Glory V*, remember to bargain! Silmarian merchants usually are willing to negotiate prices. You can save hundreds, even thousands of drachmas over the course of a game if you haggle diligently to lower the cost of purchased goods. Remember to raise your asking price when you sell items, as well.

This walkthrough reminds you to bargain in your first few transactions. After that, I assume you'll bargain anytime you buy or sell items.

Practice, Practice, Practice!

The solution paths in this book are very efficient; we waste little time each day of your stay in Silmaria. Even so, we've built in blocks of valuable practice time. If you don't practice your skills and increase your abilities, you can't complete the difficult quests set before you.

When they have a few "game-time" hours to spare, Wizards should practice spellcasting to build Magic skill and Intelligence; Thieves should throw daggers, pick locks and pockets, sneak, and do other dishonorable things; Fighters

should roam Marete slaying monsters, run the Guild treadmill, or just throw rocks and swing a sword to build Strength; Paladins should combine the regimens of Wizards and Fighters.

Practice *hard*. Push yourself to the limit. You burn up Stamina, but that's easily replaced with an hour's rest or a couple of Stamina pills.

Fight Intelligently

This tip may seem kind of obvious, but I'll mention it anyway. In combat, whether you're swinging swords or slinging spells, keep track of your Health, Stamina, and Mana ratings. Take pills or potions when necessary and run (or teleport) away when the situation is too dangerous.

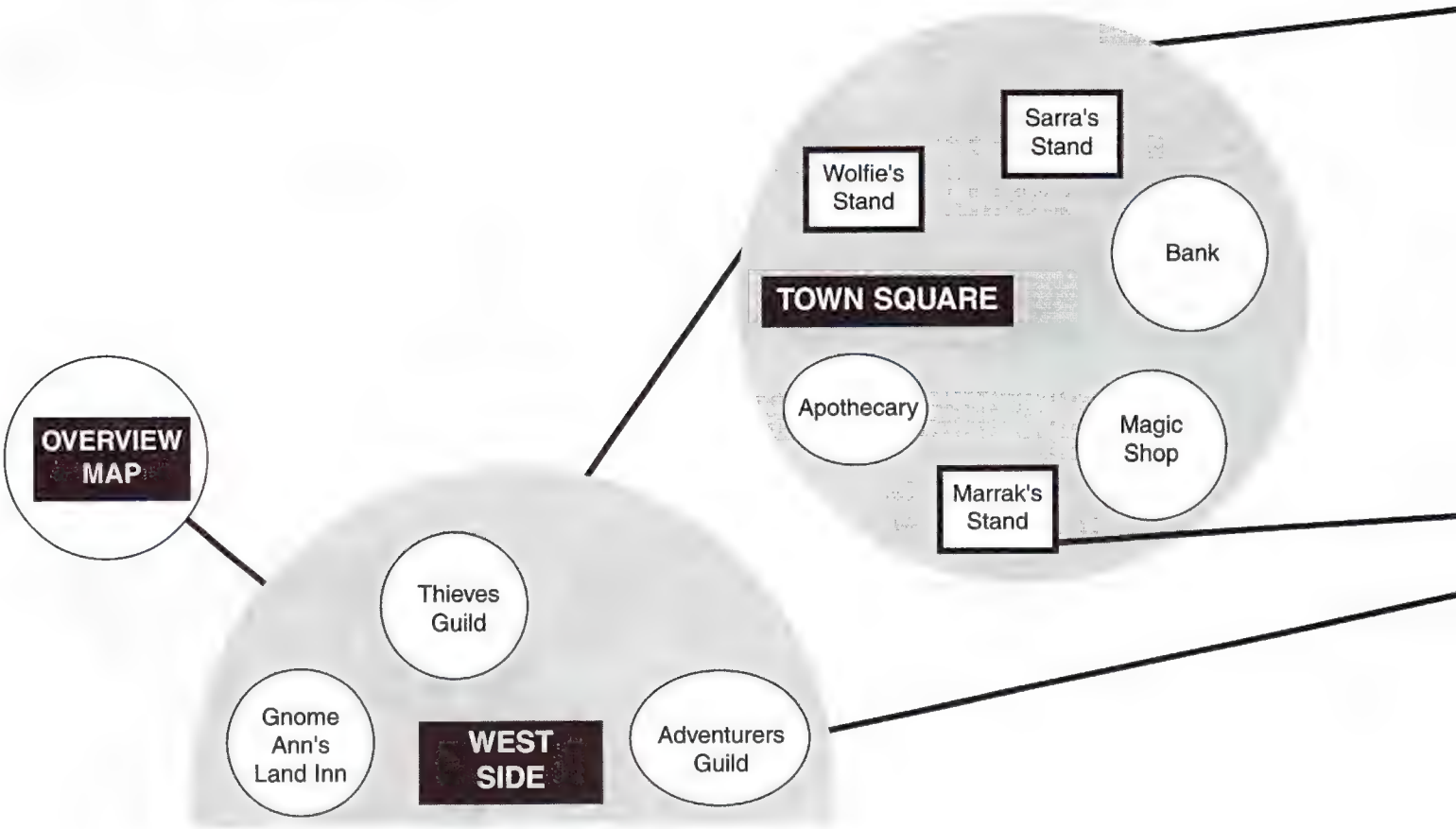
Get Those Mystic Magnets!

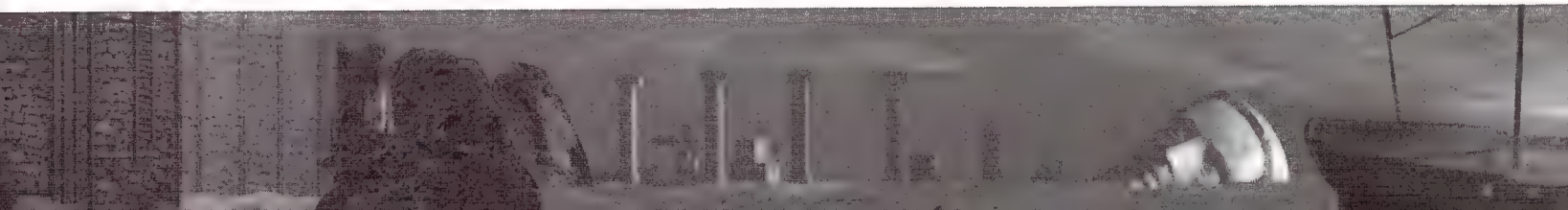
Early in the game, all four character types should purchase Mystic Magnets at the Magic Shop. These magnets save a lot of travel time, and in dire situations they can save your life, as well. Mystic Magnets are very affordable and come as a set of two. Put one inside the storage trunk in your room at the Land Inn. Keep the other in your Belt. Then, when you click the Belt magnet on yourself, you'll teleport back to your room instantly.

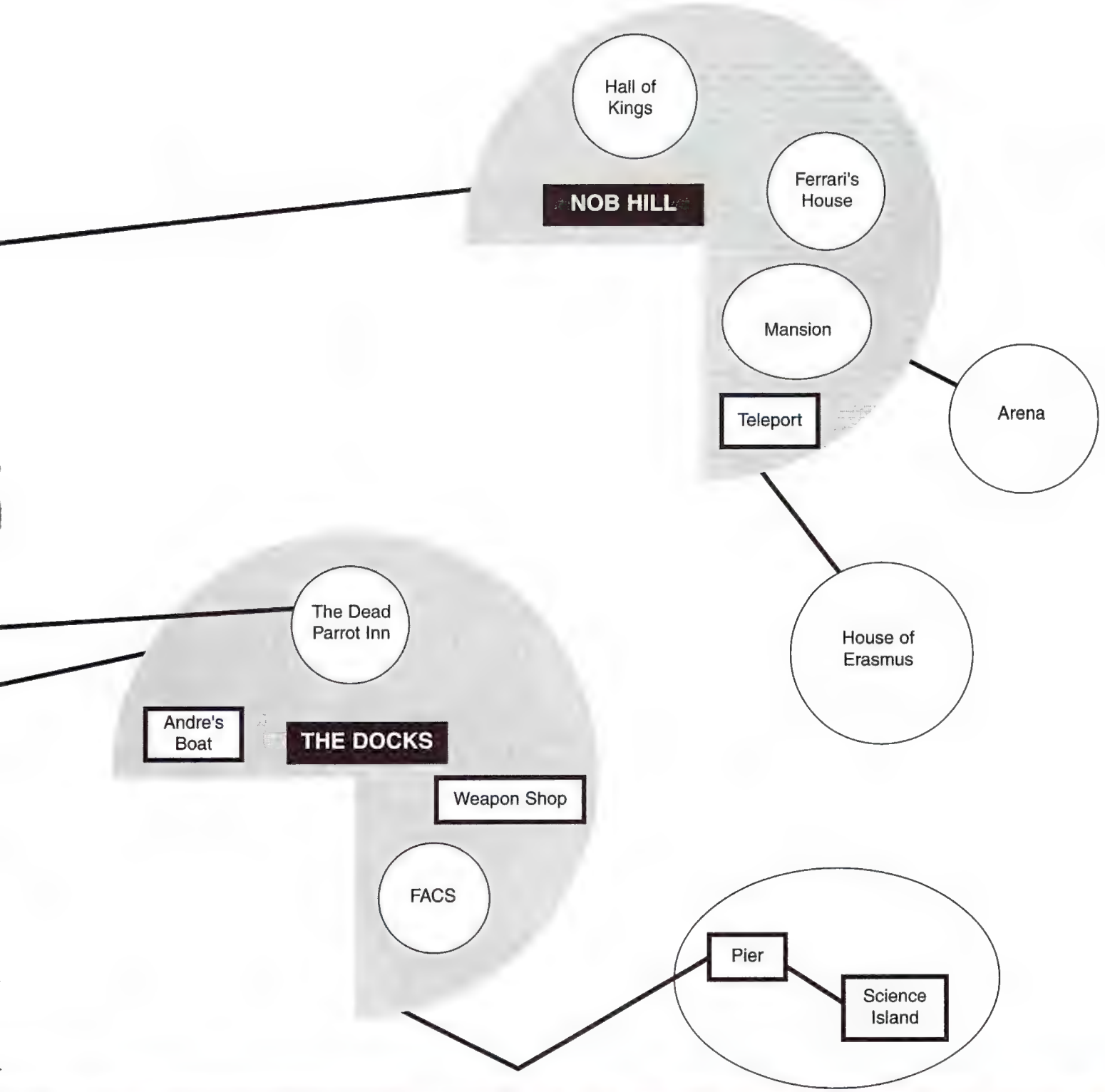
Keep in mind that this teleport function works almost *anywhere*. Whether you're in Silmaria's Town Square or a Hydra den on a remote island, a quick click of the magnet immediately zaps you back to the safety of your room.

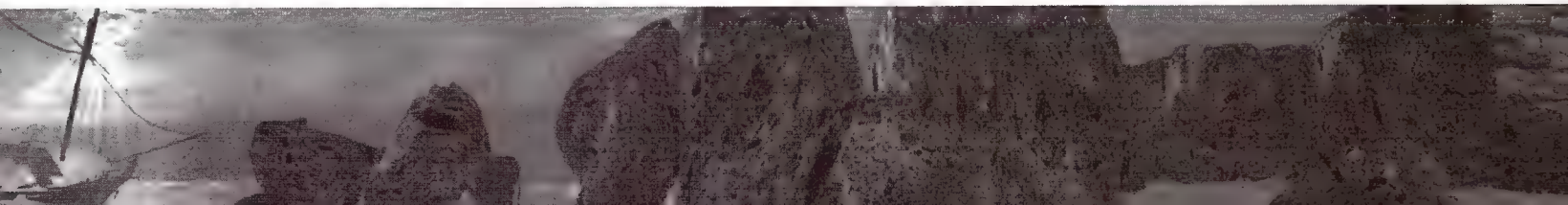
Maps of Silmaria

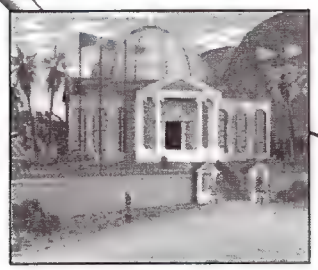
Silmaria is a city in four parts—five, actually, if you include Science Island. So at first you might get lost. This guide includes simple maps to give you the lay of the land. You'll find these helpful early on. As you play more and more, however, Silmaria will become as familiar as your own neighborhood.






Hall of Kings
NOB HILL
Ferrari's House
Mansion
Teleport
Arena
House of Erasmus
The Dead Parrot Inn
Andre's Boat
THE DOCKS
Weapon Shop
FACS
Pier
Science Island





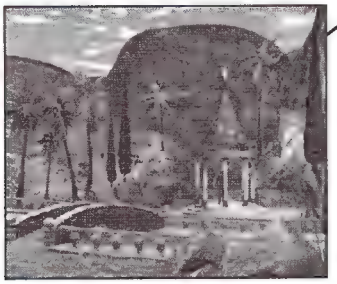
Hall of Kings

Ferrari's House

NOB HILL

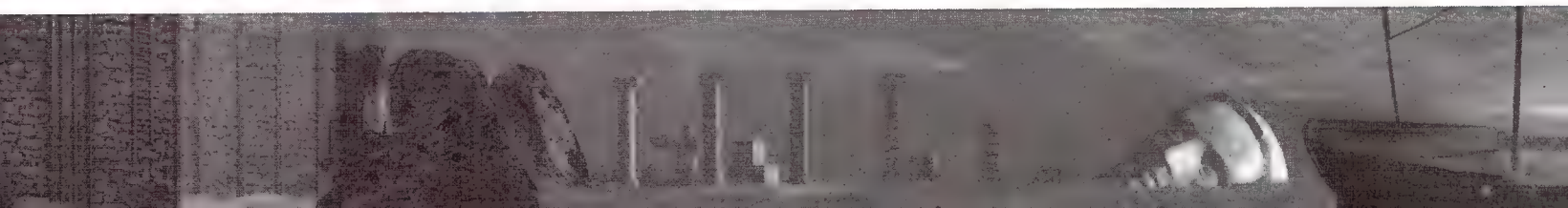
Mansion

Teleport



Arena

House of Erasmus



Sarra's Stand

Wolfie's Stand

Bank

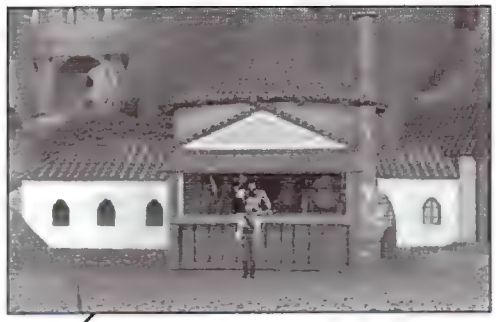
TOWN SQUARE

Magic Shop

Apothecary

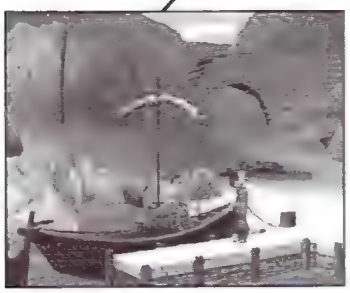
Marrak's Stand

The Dead Parrot Inn

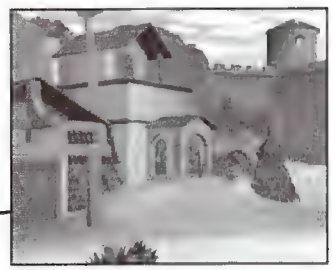


THE DOCKS

Andre's Boat

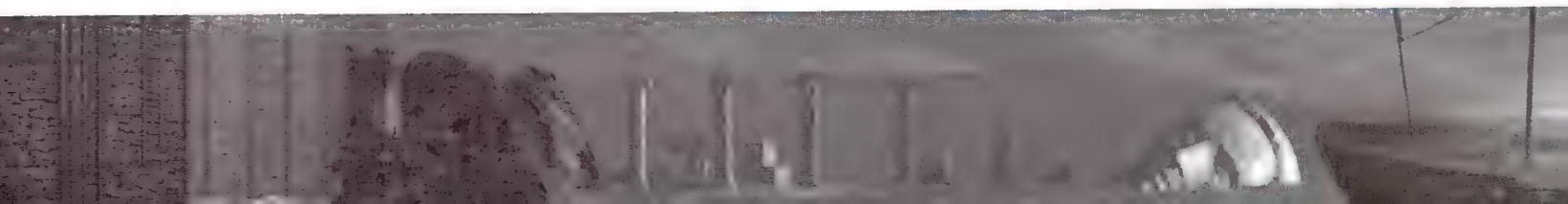


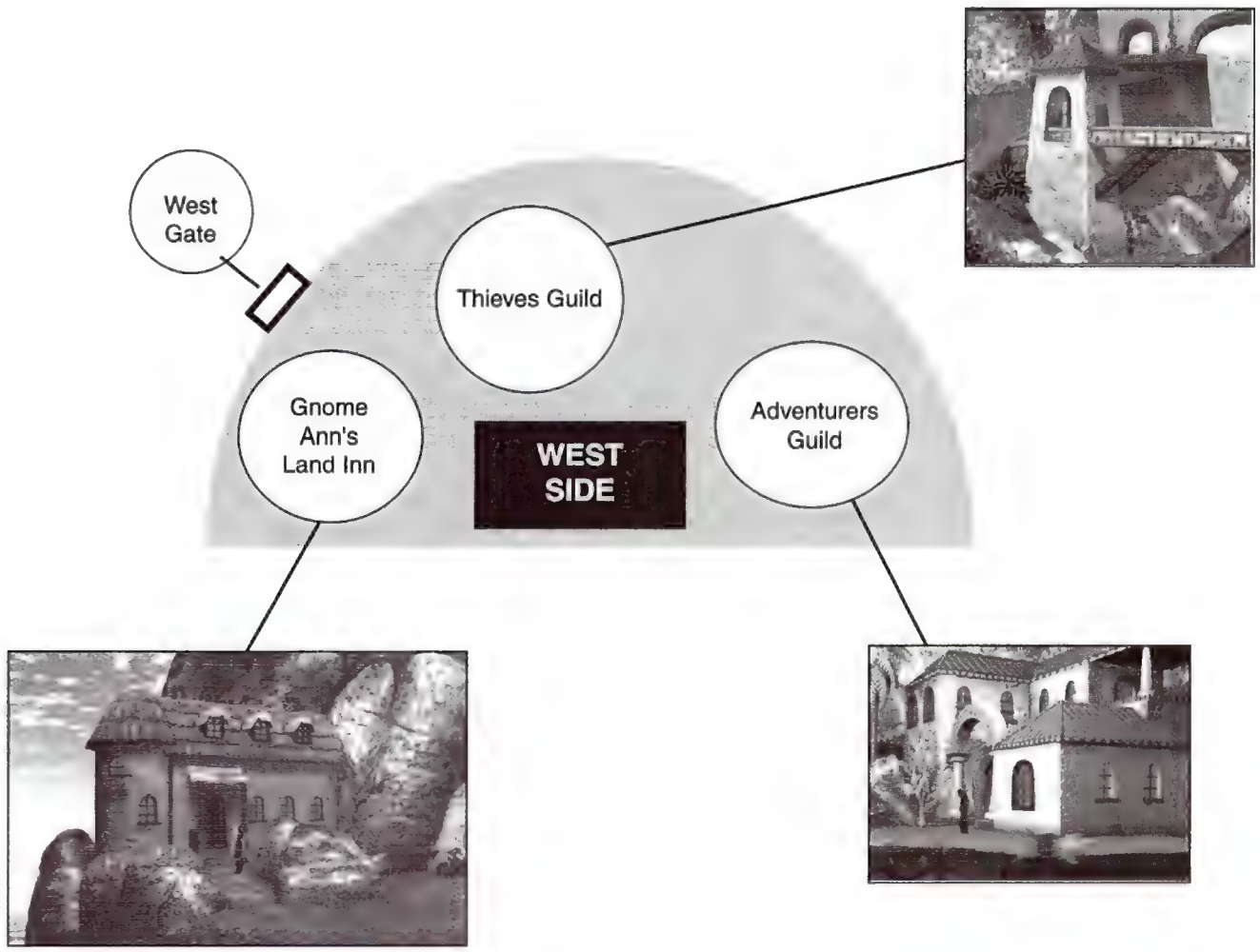
Weapon Shop

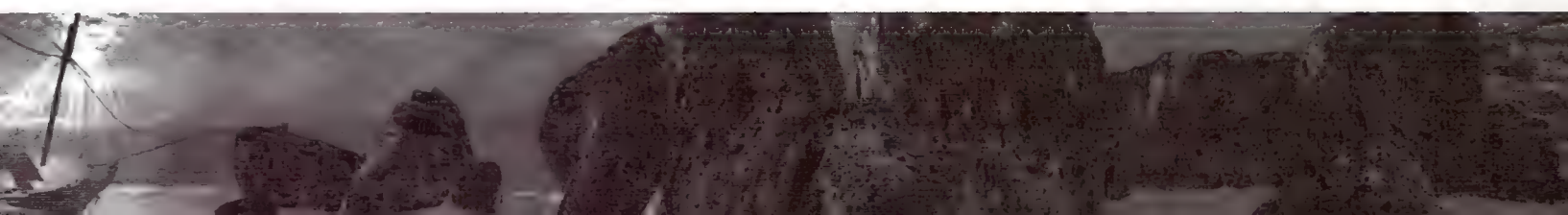


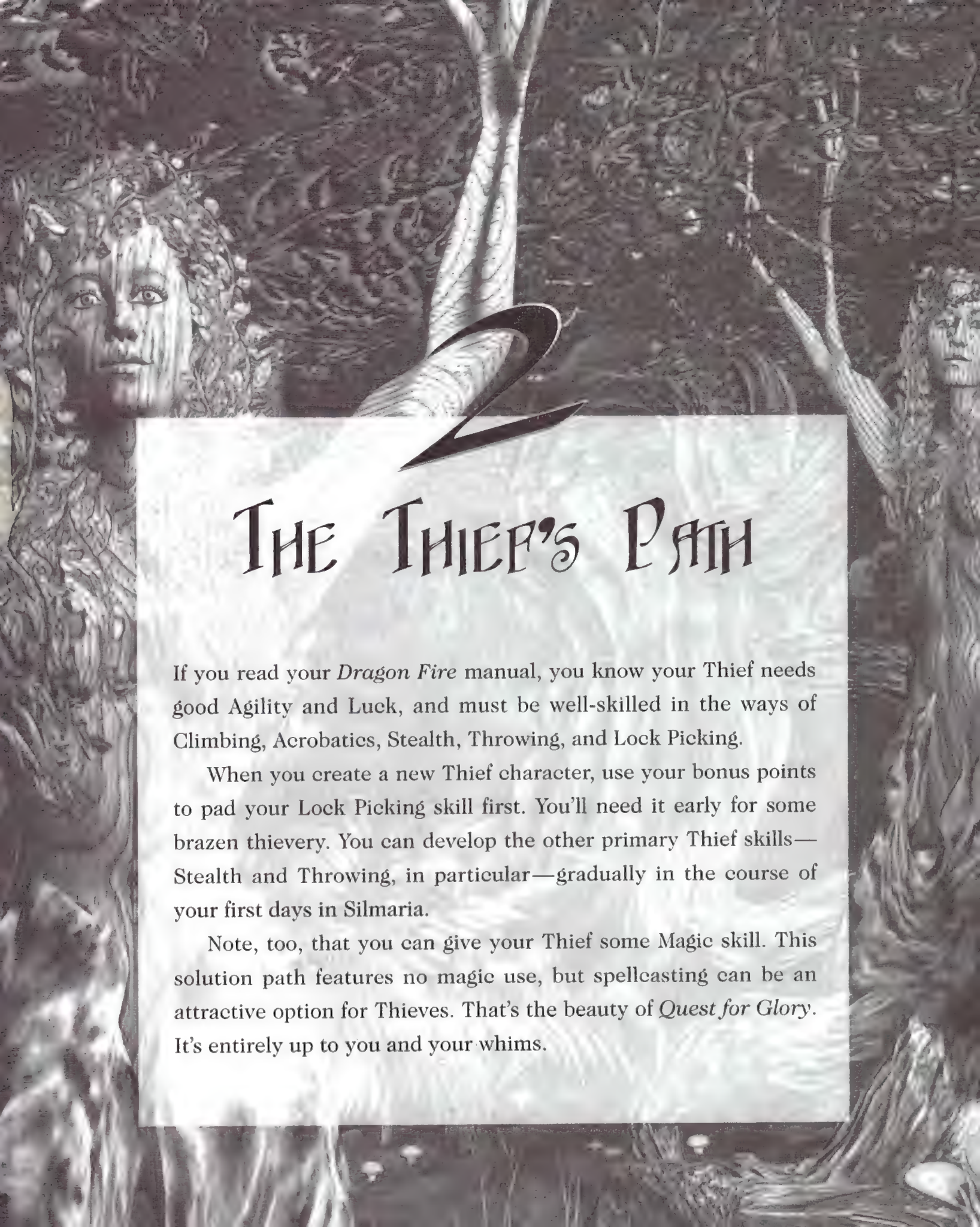
FACS

to Science Island




West Gate
Thieves Guild
Gnome Ann's Land Inn
WEST SIDE
Adventurers Guild





2

The Thief's Path

If you read your *Dragon Fire* manual, you know your Thief needs good Agility and Luck, and must be well-skilled in the ways of Climbing, Acrobatics, Stealth, Throwing, and Lock Picking.

When you create a new Thief character, use your bonus points to pad your Lock Picking skill first. You'll need it early for some brazen thievery. You can develop the other primary Thief skills—Stealth and Throwing, in particular—gradually in the course of your first days in Silmaria.

Note, too, that you can give your Thief some Magic skill. This solution path features no magic use, but spellcasting can be an attractive option for Thieves. That's the beauty of *Quest for Glory*. It's entirely up to you and your whims.

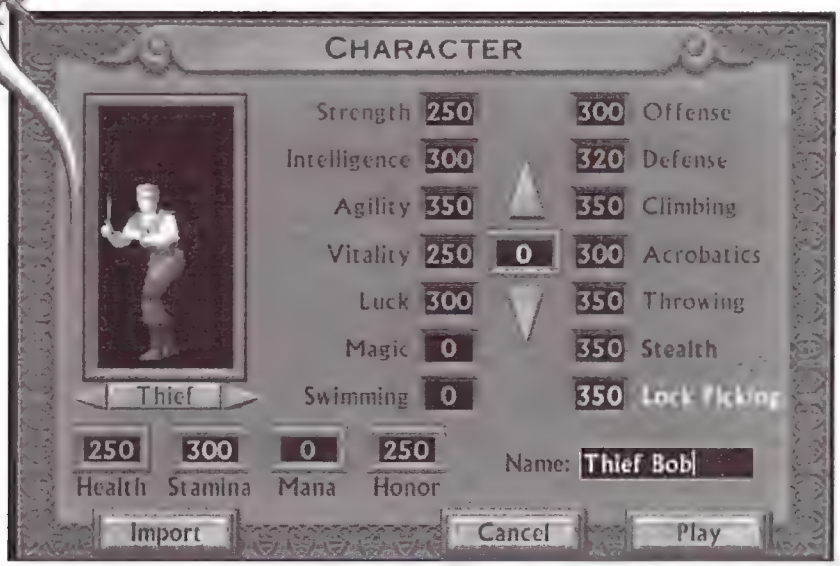


Figure 2-1 Here's a good opening distribution of Ability and Skill points for your Thief. Consider adding most of your bonus points to Lock Picking, Stealth, and Throwing.

NOTE

This is an optimal solution path, developed with the cooperation of the *Quest for Glory V: Dragon Fire* design team. This is by no means the only solution path through the game.

DAY 1: EXPLORE SILMARIA

Nob Hill

You arrive in Silmaria in a magical gazebo topped by a spinning Wizard's hat. This portal to the House of Erasmus lies at the east end of the Nob Hill area, seat of Silmarian power. For an overview of the Nob Hill area, see the map in Chapter 1, "General Tips."

- Follow the path to the left past both the huge Arena and the massive Mediterranean-style mansions.

- Click on the entrance to the Hall of Kings. Your hero is automatically granted access to the Hall.

Hall of Kings

- Cross the room and approach the dais. Logos and Rakeesh greet you.
- When Logos finishes his greeting, talk to him.

> **NOTE**
>
> **Important: Remember to scroll down your list of discussion topics! Move the slider down the scroll bar at the far right of the window.**

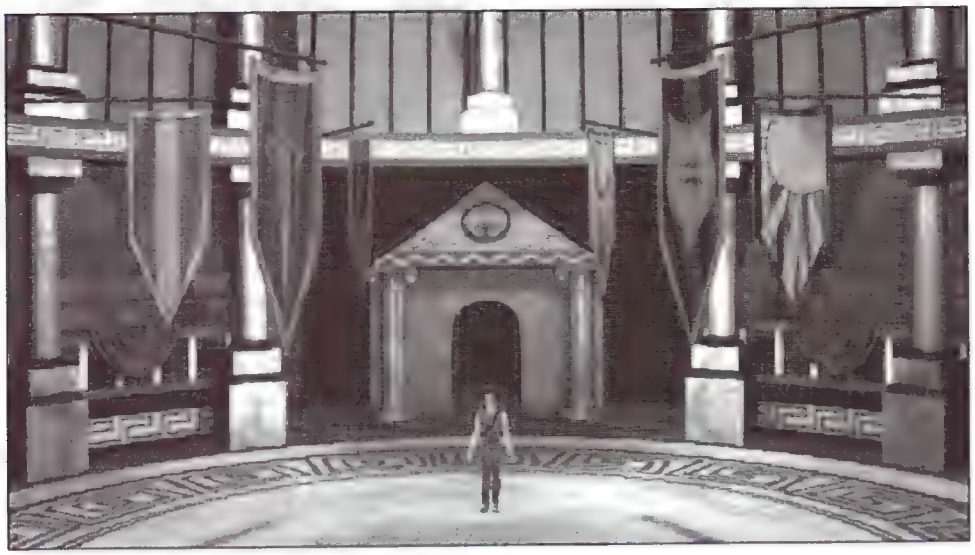


***Figure 2-2** Make the majestic Hall of Kings your first stop in Silmaria. Logos and Rakeesh explain the situation.*

You learn you need 1,000 drachmas, deposited in the Bank of Silmaria, to enter the Rites of Rulership. Your adopted father, the Sultan of Shapeir, already has contributed 300 drachmas toward your entrance, and Rakeesh and Logos have chipped in 100 drachmas apiece. You need only scrape up another 500.

- Talk to Rakeesh. Note that Rakeesh can be found during the day basking in the sun near the Arena.
- Cross the room and exit the Hall of Kings.

> **NOTE**
>
> **When speaking to Rakeesh, note the reference to the Wizardess Erana and the darkness of Avoozl in Mordavia. To learn more about these topics, see *Quest for Glory IV: Shadows of Darkness.***

Nob Hill (Sunning Rock)

- Go back east past the Arena to the sunning rock. Rakeesh waits for you there.
- Click on to Rakeesh. He gives you the Magic Grapnel.
- Talk to Rakeesh. He tells you about an invading army of Hesperian Mercenaries on Marete, among other things.
- Head left to the Nob Hill bulletin board and read the postings. (This is something you should do regularly.)
- Go through the passageway arch just left of the bulletin board. This leads down a stairway to the Town Square.

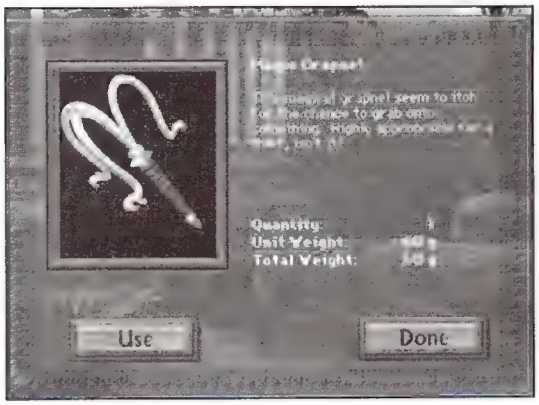


Figure 2-3 *Meet Rakeesh at his sunning rock near the Arena. He returns your Magic Grapnel and fills in more backstory.*

Town Square

This is the commercial center of Silmaria. (For a look at the layout, see the map in Chapter 1.) Approach the building with the winged lion statues just to the right of the stairs—the Bank of Silmaria.

Bank of Silmaria

- Talk to Sam the Banker. He recognizes you and confirms the existence of your savings account.
- Click on Sam again and select Make a Transaction.
- Withdraw 100 drachmas from your account.

Town Square (Makrak's Food Stand)

- Cross the footbridge over the aqueduct and approach the Food Merchant's cart.

Figure 2-4 *Marrak knows the town like the back of his paw. Ask him everything to learn Silmaria's layout.*

Figure 2-5 *Fresh fruit will be a primary source of nutrition as you quest for glory. Buy some from Marrak.*

- Click on Marrak (the Katta juggling bananas) and talk to him. He describes the town's layout in great detail.
- Click on Marrak again and select Buy things.
- Purchase some fruit. Consider buying about 20 servings at this time.
- Go through the archway just right of Marrak's stand. This leads to the Docks area. Follow the path down the stairs and go to the Weapon Shop.

Weapon Shop

- Talk to Pholus the Weaponsmith.
- Purchase some daggers. (I recommend five.) Bargain! The daggers are listed at 20 drachmas apiece, but you can talk him down.

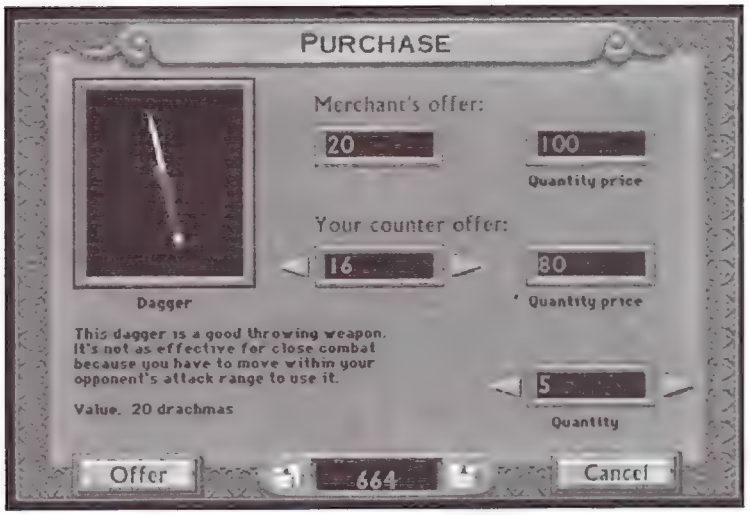
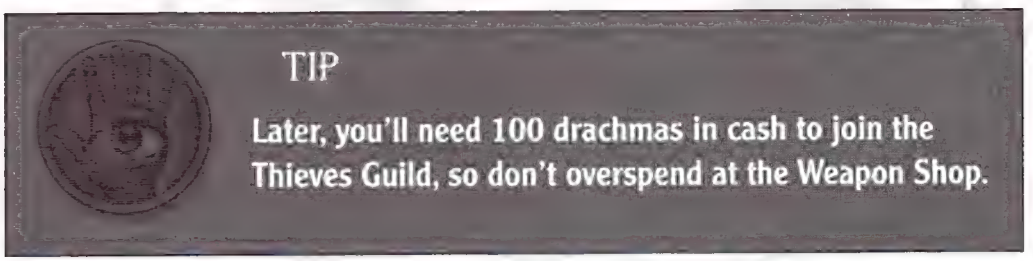


Figure 2-6 Always make a counteroffer for any weapon you purchase from the Weaponsmith.

- Continue up the hill to the right and enter the Famous Adventurer's Correspondence School (FACS).



Famous Adventurer's Correspondence School (FACS)

- Talk to the Famous Adventurer.
- Click on the books stacked on the table in the far-right foreground.
- Select Borrow a Swim Manual to get a *Handbook of Swimming*. (It appears in your Belt at the bottom of the screen.) Or come back after you develop your Pickpocket skill and select Steal a Book.

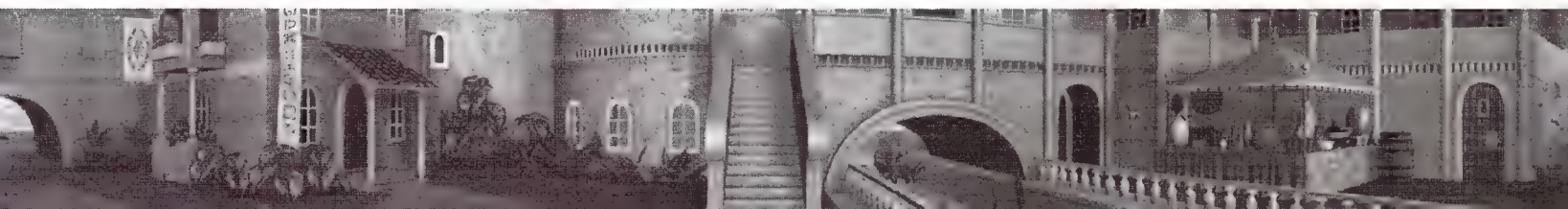
Figure 2-7 *The Famous Adventurer has a good handbook on swimming. Click on those book stacks at the near right.*

- Click the *Handbook of Swimming* on your hero. Your character "reads" the handbook, gaining a basic idea of how to swim.

Press [C] to bring up your Character stats: you've accumulated 100 points of Swimming skill—not exactly Amy Van Dyken, but you can paddle around a bit without drowning. Note that the handbook disappears from your inventory after you read it.

The Docks

- Go down the hill to the rocky area in the foreground.
- Click on the ground a few times to pick up loads of rocks.
- Before 5 p.m., throw rocks around for a while to build your Strength and Throwing skill. Don't hit any wandering townsfolk! Keep an eye on your Stamina rating. If it gets too low, rest an hour.
- After 5 p.m., enter the Dead Parrot Inn, the building left of the Weapon Shop.



NOTE

Hungry yet? As evening approaches, you will be. When prompted about hunger, eat fruit.

The Dead Parrot Inn

- Talk to Arestes, the one-armed man sitting alone at the table on the main floor.
- Show the Thief Sign to Arestes. He says, "It's under the bridge to the west. Watch for traps." He wouldn't be referring to the Thieves Guild, would he?
- Approach the bar and click on the Bartender, Budar.
- Talk to Budar. You also get to meet Nawar, the dancing girl.
- Click on Budar again, select Buy a Drink, and then purchase an ale for 10 drachmas. (Be sure you leave yourself 100 drachmas in "cash"—that is, in your inventory.) Don't drink the ale!

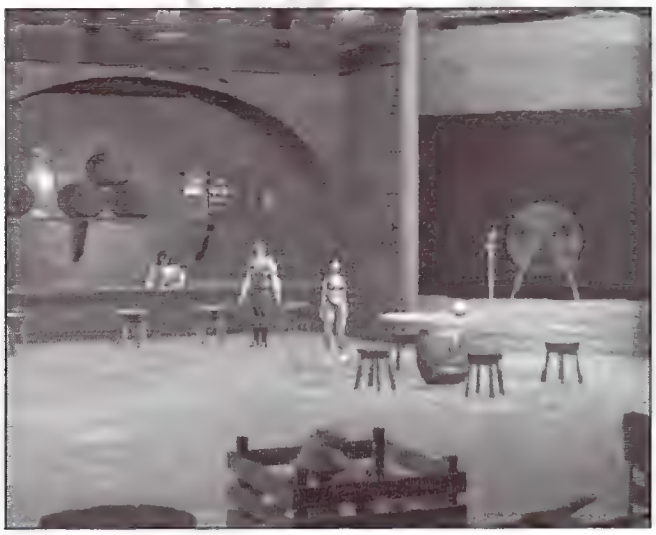
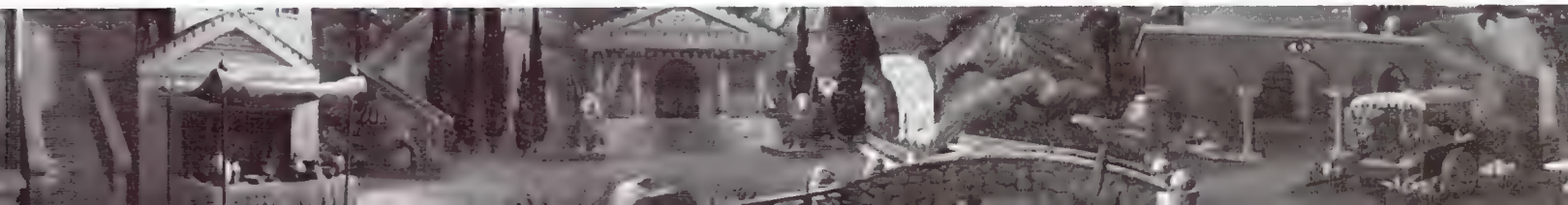


Figure 2-8 *Budar the Bartender and Nawar the Dancer find you, well, interesting . . . in a predatory sort of way.*



- Talk to Nawar.
- Cross the room to the right and climb the stairs to the large balcony area.

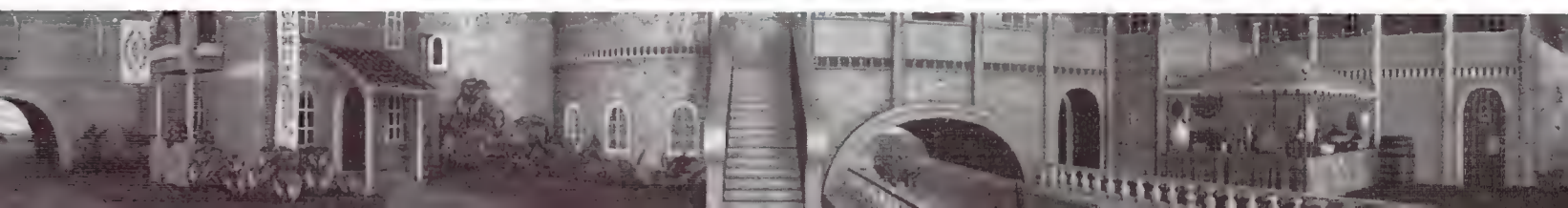
Right Balcony

- Approach the man in the dark cloak sitting at the table near the top of the stairs.
- Give the ale to the cloaked man.
- Talk to the cloaked man. Friendly, isn't he?
- Show him the Thief Sign. He'll say, "Under the bridge. Don't forget to knock." Do you trust him?
- Go back downstairs, cross the room to the left, and climb the stairs (left foreground) to the smaller balcony.

Left Balcony

- Talk to Ferrari, the sitting fat man.
- Show the Thief Sign to Ferrari.

Figure 2-9 *The Dead Parrot Inn's balcony seating is a haven for fellow felons like Ferrari and Ugarte. Flash the Thief Sign to learn critical information.*



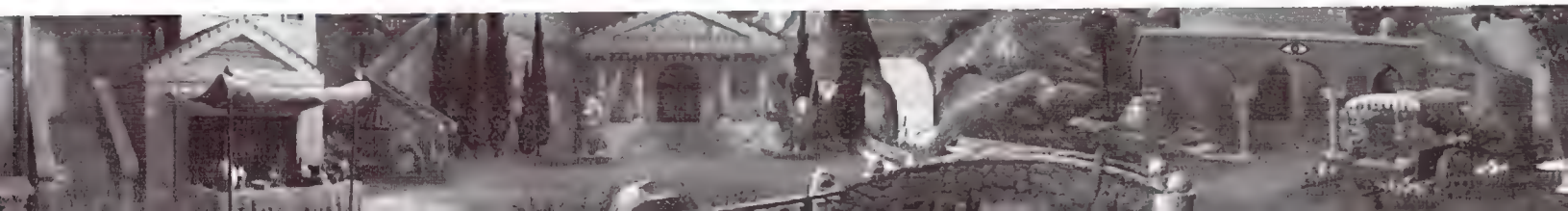
- Talk to Ugarte.
- Show the Thief Sign to Ugarte. He tells you the Thieves Guild is hidden near the west gate, under the bridge. He, too, warns you about traps.
- Exit the Inn, climb the hill to the left, and go through the archway to the West Side of town.

West Side

- Go past the Adventurer's Guild and cross the bridge.
- If it's nighttime (after 6 p.m.), go down the slope on the left side of the bridge tower.
- Click on the bridge tower base at the bottom of the slope.

If it's night, your hero will see the dim outlines of a hidden door. During daylight hours you'll see a sign informing you that the Thieves Guild is closed until nightfall.

Figure 2-10 *The hidden entrance to the Thieves Guild is in the base of the bridge tower on the West Side of town.*



CAUTION

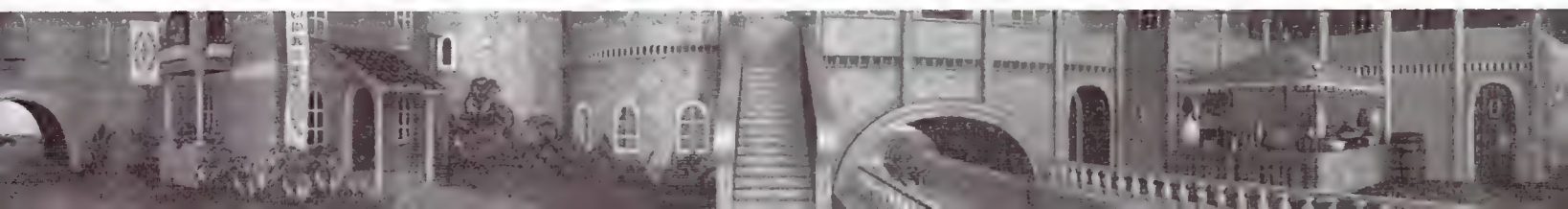
Don't knock on the hidden door! If you follow the advice of the cloaked man from the Dead Parrot Inn, you trigger an explosive welcome.

- Select Disarm the Trap. This brings up the Greek Figure puzzle interface.
- Disarm the trap. Your hero enters the guild automatically.

Thieves Guild

- Talk to Arestes, the man behind the counter, to learn of the Chief Thief Contest and the Blackbird.

Figure 2-11 *Feel at home now?*



- Select Join the Guild if you have at least 100 drachmas in your inventory (and you should, if you withdrew money at the Bank as we suggested earlier). You must pay your entry fee in cash. However, you can make all subsequent guild purchases from your bank account.
- Now purchase a torch and a pickpocket knife. Haggle the prices down.

Figure 2-12 Arestes has some useful tools of the trade for sale, including a nice, cheery torch and a handy-dandy pickpocket knife.

NOTE

When you buy the pickpocket knife you receive 100 Pickpocket skill points in your Character stats automatically.

- Use the pickpocket knife on the dummy. Repeat until you're told to return later for a more difficult dummy.
- Exit the guild and press K to sneak. It's slow going, but the more you sneak, the more you increase your Stealth skill.

- Climb the hill to the archway that leads to the Town Square, and then continue up the stairs to Nob Hill. Time for a little thievery.

Nob Hill (after 8 P.M.)

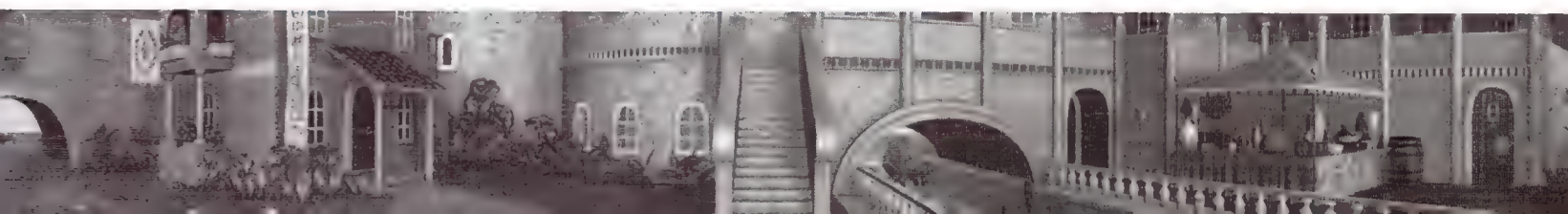
- Go screen-right to the huge Mediterranean mansion with darkened windows.
- Click on the door and pick the lock. (This may take several tries, but don't give up.)

Mansion (Interior)

Some lovely loot litters this place, but it's too dark to do anything. You need a light source. Fortunately, you have one.

- In inventory, drag your tinderbox onto the torch in the main window. This lights the torch.
- Click the lit torch on your hero to equip him with it.
- Take the alabaster amphora from the table.
- Take the gold ring from the couch.

Figure 2-13 *Inside the mansion, light your torch, grab the alabaster amphora, check the chest, crack the safe, and pluck the gold ring from the couch.*



- Loot the chest against the room's far-right wall. You'll find about 20 drachmas in "loose change."
- Move the painting on the wall near the small chest to reveal a safe.
- Click on the safe and disarm the trap.
- Loot the safe of 300 drachmas and some jewelry.
- Cross the room to the tall cabinet.
- Equip your hero with a dagger.
- Use the dagger on the tall cabinet to find . . . another dagger!
- Exit the mansion.

If it's before 11 p.m., you might try any or all of the following:

- Return to the Thieves Guild and practice your Pickpocket skill on the dummy.
- Sneak around town to practice Stealth.
- Practice your Lock Picking skill on various town doors. Watch out for guards, though!
- Go to the West Side, exit the town through the far gate, and throw daggers at the bull's-eye target to increase your Throwing skill.

Outside West Gate (Optional)

To throw daggers at the target:

1. Click once on the dagger in your Belt window. The cursor becomes a targeting reticule.
2. Move the reticule over the target bull's-eye.
3. Click to throw the dagger.
4. When you've used all the daggers, click on the target for a close-up.
5. In the target close-up, click on any daggers stuck in the target to retrieve them.

Figure 2-14 *Practice makes perfect. Toss daggers at the bull's-eye outside the West Gate. Then click on the target for a close-up and retrieve the blades.*

6. Exit the target close-up.
7. Pick stray daggers from the ground or stuck in the nearby tree.

Repeat the foregoing process as many times as you can to build your Throwing skill. Watch your Stamina; if it dips too low, eat some fruit. Of course, your hero will tire as it gets later. When this happens, check into your hotel. Go back through the gate to the town's West Side.

West Side

Continue left of the West Gate to Gnome Ann's Land Inn.

Gnome Ann's Land Inn (Before Midnight)

- Talk to Gnome Ann and introduce yourself. You learn that your room is paid up through the month.
- Try to climb the stairs. Ann gives you a room key.
- Climb the stairs and click on the rightmost upstairs door.

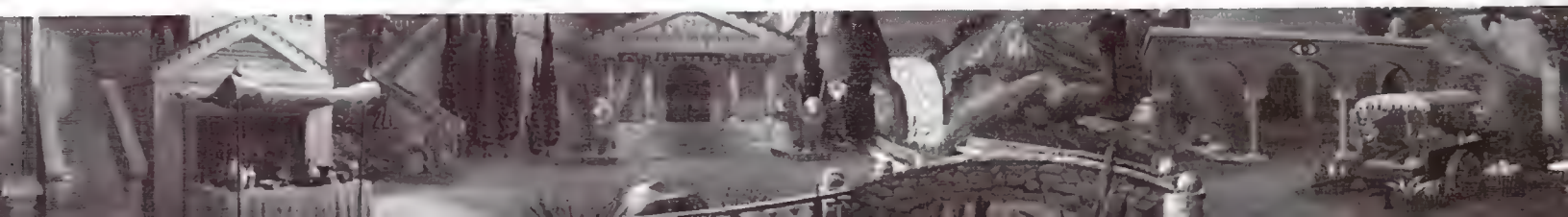
Figure 2-15 *Gnome, sweet gnome. If you find the innkeeper punstruck, just remember Gnome Ann is an island.*

- Unlock the door to enter your room. Or, for practice, pick the lock. Ann won't mind.

Land Inn (Your Room)

- Click on the bed.
- Steal the sheet.
- Click on the bed again and sleep until morning.

Figure 2-16 *Hit the hay and sleep until morning to rebuild dangerously low Stamina.*



Day 2: Visit Science Island

Rise and shine! Have some breakfast downstairs by clicking on the table nearest Gnome Ann. Then start your day right by checking in at the Adventurers Guild; it's just across the bridge from the Land Inn on the West Side of town.

Adventurers Guild

- Click on the logbook near the door. Select Read the Logbook several times to learn of the other adventurers here for the Rites of Rulership—Elsa von Spielburg, Magnum Opus, and Kokeeno Pookameeso.
- Sign the logbook.
- Read the postings on the bulletin board just above the logbook.

Note that the Apothecary needs Pegasus feathers. Also, Sarra the Bead Merchant seeks a lost wicker basket, last seen on a beach southwest of Silmaria.

- Cross the room and talk to Toro the Guildmaster.
- Exit the guild and go through the archway to the Docks.

Figure 2-17 *Toro the Guildmaster is a good-hearted, no-bull sort of fellow. And he's bullish on Elsa von Spielburg, your former rival.*

Boat Dock

You can find Andre, Silmaria's sole remaining fisherman, mending nets on his boat anytime before noon each day. Eventually, Andre and his boat will provide handy transportation. But for now, just talk to him and get to know him better.

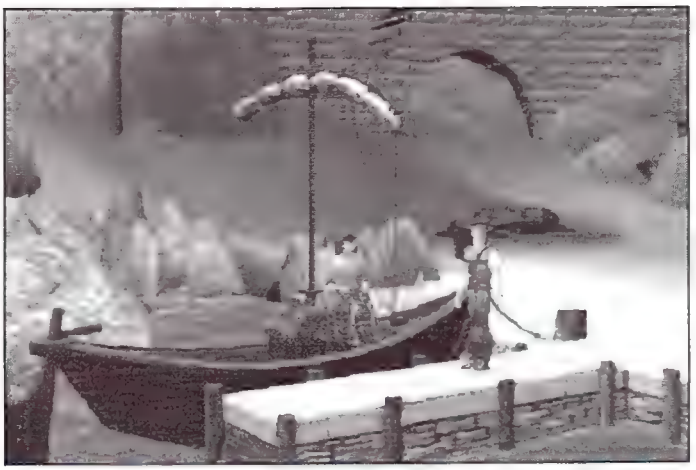


Figure 2-18 *Andre is a good source of information and, eventually, very small fish. His boat proves useful later, as well.*

Weapon Shop

- Purchase a spear from Pholus. Bargain!
- There are some loose rocks on the ground near the gate. Pick up a few.
- Go through the gate with the portcullis at far right. This leads to the pier to Science Island.

Pier (Gondola to Science Island)

- Pull the lever near the windmill. This engages the windmill gears, starting the motor and gondola.
- Click on the lever on the blue brake box (just right of the control hut) and select Use Force on the Lever. Oops! The lever snaps off, splintered. (Don't worry, this is unavoidable.)

Figure 2-19 *The left lever releases the windmill gears; the right lever controls the brake.*

- Use the spear you just purchased at the Weapon Shop on the blue brake box to create a makeshift brake lever.
- Pull the spear/lever to release the brake.
- After the gondola makes the turn toward the pier, pull the spear/lever again to reset the brake and stop the gondola next to the pier.
- Hop into the gondola.
- Throw a rock or dagger at the brake control box to release the brake. (You should nail it with one throw, particularly if you practiced your Throwing skill earlier.) The gondola ferries you to Science Island automatically.

Science Island

- Hop out of the gondola.
- Click on the Science Academy Quiz display screen (on the wall just to the right of the enormous gear).

Figure 2-20 *Welcome to Science Island. To enter the institute, take the quiz on the monitor near the huge gear.*

- Take the test. Don't cheat. Well, OK, the answers are as follows:

  2. To discover the true Meaning of Life, the Universe, and Everything.

  D. All of the above.

  3. A diploma from the Academy of Science in Silmaria.

  D. All of the above.

  1. Without Science, the world would be destroyed by ignorance and superstition!

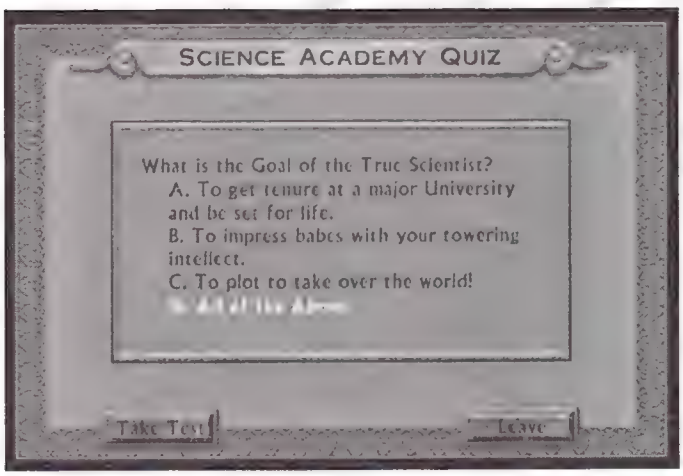

SCIENCE ACADEMY QUIZ
What is the Goal of the True Scientist?
A. To get tenure at a major University and be set for life.
B. To impress babes with your towering intellect.
C. To plot to take over the world!
Take Test
Leave

Figure 2-21 *Answer the questions "correctly" to enter the institute*

When you answer the quiz questions correctly, the enormous gear rotates so the gap in the gear is at the bottom, providing an entrance into the Science Institute. Walk through the opening into the institute.

Science Institute

- Cross the room and talk to Dr. Pretorius (sitting at the table). You learn his favorite pizza toppings are anchovies and artichokes.
- Note that he won't let you examine anything in the lab until you get serious about science. How can you prove yourself to him?
- Cross the room and examine the pizza chart. Artichoke and anchovy again! Hmmm.
- Click on the screen next to the pizza chart to take a Science Aptitude Test.

Here are the Thief Science Aptitude Test answers:

2. A member of the *Narcissus* genus.

C. The branch of science that deals with the motion of air.

4. An arc of 90 degrees.

D. None of the above.

1. A cephalopod mollusk.

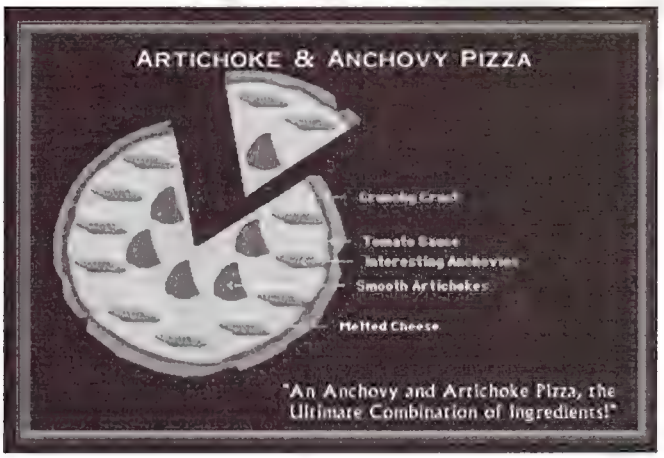


Figure 2-22 *Dr. Pretorius seems quite fond of this particular topping combo.*

If you answer all five questions correctly, you earn a Secret Scientific Laboratory Access Code. With this code you can enter the Secret Science Laboratory. Unfortunately, Gort, the big fellow upstairs, won't let you near the access panel. You'll have to wait until some later date when Gort is gone. In any case, you have enough to do already.

NOTE

The Secret Scientific Laboratory Access Code changes from game to game, so I can't just give it to you here.

- Exit the lab.
- Hop in the gondola to ride back to the pier.
- At the pier, hop out of the gondola.
- Pick up any daggers on the ground near the brake control lever.
- Head uphill through the Docks to the Town Square for a quick shopping expedition. (That newly stolen loot from the mansion is burning a hole in your pocket.)

Figure 2-23 Here's one Secret Lab access code. The code changes from game to game, however. Yours may be different.

Marrak's Food Stand

- Talk to Marrak and buy a couple of gyros.
- Buy an artichoke pizza. Wouldn't it be great if you had some *anchovies* to go with it?
- Go to the Magic Shop (just behind Marrak's food stand).

Magic Shop

- Enter and walk to the left side of the raised platform at the back of the shop. The proprietor, Shakra sah Tarna, a Liontar and son of Rakeesh, appears and speaks.
- Talk to Shakra. You should be particularly interested in his Mystic Magnets. Don't those sound handy?
- Purchase a set of Mystic Magnets. (You get two.)

Figure 2-24 *In the Magic Shop, Shakra doesn't have much to interest a Thief other than Mystic Magnets and a very expensive Magic Dagger.*

Figure 2-25 *Pick up the Mystic Magnets to eliminate a lot of travel later in the game.*

Apothecary

- Talk to Julanar. When you say good-bye, note that she offers to heal you if you are ever injured.
- Talk to Salim. Cosmic!
- Buy 10 bottles of Healing Pills from Salim.
- If you try to buy Stamina Pills, you learn Salim can't make more until he has some Pegasus feathers.

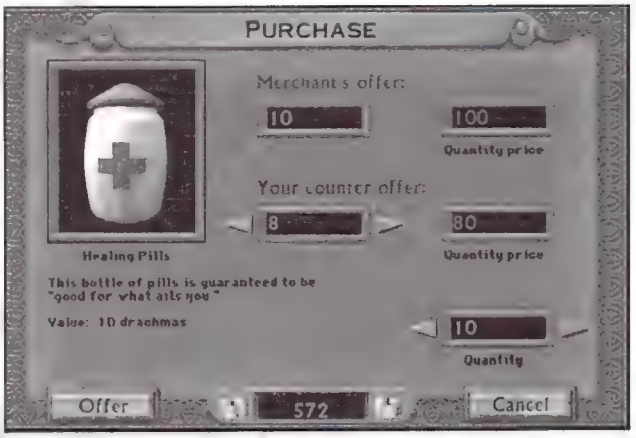


***Figure 2-26** Visit Salim and Julanar in the Apothecary. You'll absorb enough cosmic vibes to float a bus. Pick up Healing Pills while you're here.*

Town Square (Sarra's Bead Stand)

Cross the bridge and go to the Bead Stand run by Sarra, wife of Marrak. Talk to Sarra.

Town Square (Wolfie's Artesan Stand)

- Go farther left to the artesan stand run by Wolfie the Canine.

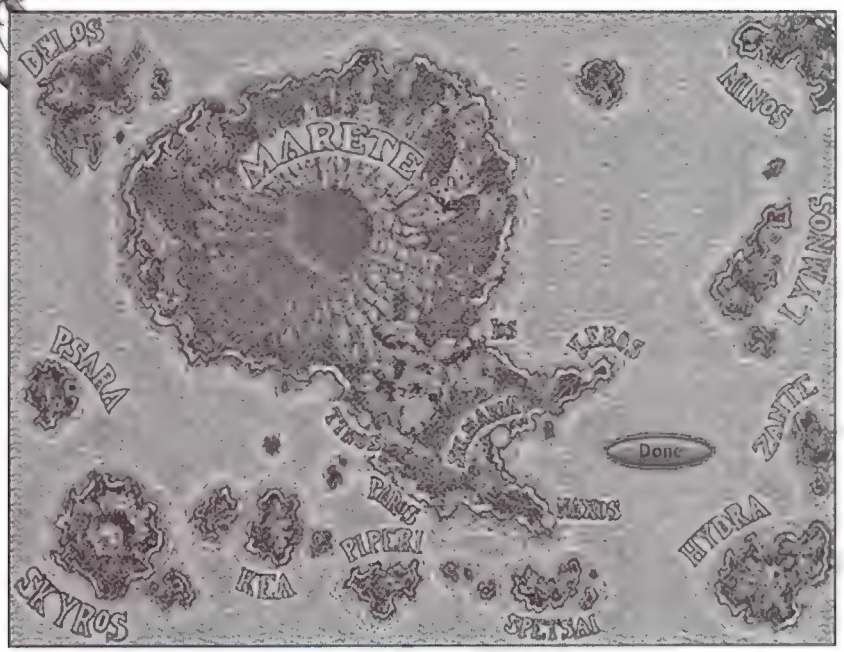


Figure 2-27 *Wolfie crafts excellent amphorae. He also sells this very useful map of Marete and the surrounding islands.*

- Talk to Wolfie. He tells you thieves are searching for an ebony raven.
- Purchase three amphorae and a map from Wolfie.

Around Silmaria

If you still have daylight hours, practice your various skills—Stealth, Pickpocket, Lock Picking, Throwing, Swimming off the boat dock—until evening comes at 5 p.m.

The Dead Parrot Inn

- Talk to Budar the Bartender. If your Stamina is low, buy and drink some Greek coffee for a quick boost.
- Talk to Nawar the Dancer. Flirt with her this time, if you get the opportunity.
- Go upstairs to the left balcony and talk to Ugarte, who sits alone.

Thieves Guild

Wow. How did Ugarte get here before you? Apparently, the little sneak is sneakier than he looks.

- Talk to Arestes. Note his exchange with Ugarte about the Blackbird.
- Talk to Ugarte.

Ugarte seems to know something of a grudge held against you by an "old acquaintance." He'll speak to you about it later—if you can scrounge up a cool thousand for the info. He also seems intent on winning the Chief Thief contest and hints at acquiring a considerable sum of cash in exchange for "keeping a secret" (a.k.a. blackmail).

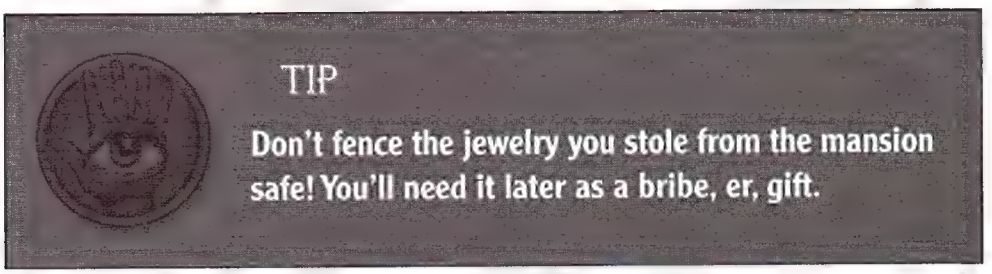


Figure 2-28 *Buy a rope at the Thieves Guild and combine it with your Magic Grapnel.*

- Sell both the alabaster amphora and gold ring to Arestes.
- Buy a rope.

- In inventory, combine the rope with the Magic Grapnel to create a "rope-and-grapnel."
- Pickpocket the dummy.

Land Inn

- Go upstairs to your room.
- Place one of the two Mystic Magnets you purchased at the Magic Shop in the storage locker. Now, whenever you use the other Mystic Magnet on yourself, you instantly teleport back to your room.
- Go downstairs and have a Gnome-cooked meal.
- OK, enough nickel-and-dime stuff. Time to live up to your billing as a master Thief. Exit the Inn and go to the Town Square.

Bank of Silmaria

- Press [K] to sneak, and then sneak to the Bank doors.
- Wait until all patrolling guards exit the plaza in front of the Bank.
- Pick the lock on the Bank doors. (You may not get it picked on the first try. Keep trying!)
- Inside, pick the lock on the gate outside the vault.
- Disarm the trap on the vault. This one's a bit tougher.
- Take the 5,000 drachmas (plus your own remaining deposit) from the open safe.

After robbing the Bank, yes, you're stinking rich. But you're not quite ready to rush into the Rites of Rulership. You must build your skills and abilities as high as possible and equip yourself fully before embarking on the dangerous quests that constitute the Rites.

Figure 2-29 *Break the Bank at night. More than 5,000 drachmas await your sticky fingers.*

- Use your Mystic Magnet to travel to your room at the Inn.
- If you're overloaded, put your stolen money in the storage trunk. The game breaks it into stacks of 250 drachmas automatically.
- If it's before midnight, go practice skills around town.
- Return around midnight and sleep until morning.

Day 3: Travel to the Pegasus Nest

The Apothecary's Stamina Pills are very, very good for you. But, again, if you try to purchase these from Salim, you learn he can't make more until he gets some Pegasus feathers. Let's take a little excursion north today, shall we? But first, run a few quick errands around town.

Bank of Silmaria

- Talk to Sam and discuss all topics. Gee, what sort of low felon would rob the Bank of Silmaria?
- Deposit all your stolen drachmas in your account.
- After 9 a.m., head to the FACS in the Dock area.

FACS

Talk to the Famous Adventurer, noting his wistful reference to "taking a drink from the Hippocrene." When you tell him about yourself, he tells you about the Pegasus. He asks you to bring him some of the water from the Hippocrene stream near the Pegasus nest.

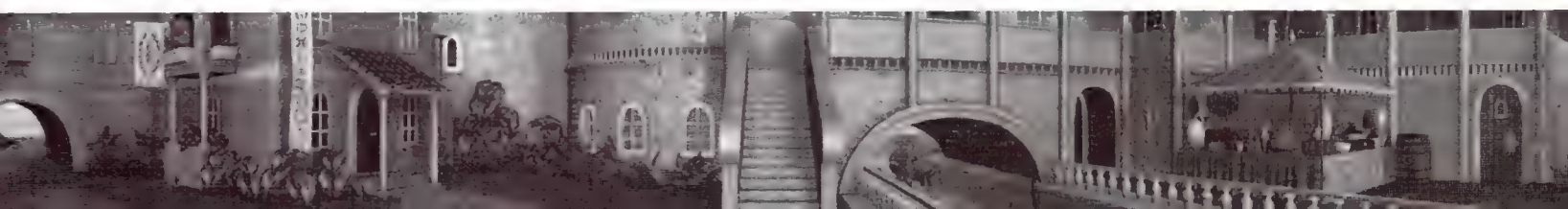
Magic Shop

Buy the Magic Dagger. Shakra is willing to offer an excellent deal to a hero like you.

Figure 2-30 *Your master thievery lets you afford the Magic Dagger, a most fearsome weapon in the right hands—yours, for example.*

Marrak's Food Stand

- Stock up on fruit, if you're low. You're about to venture out of Silmaria across Marete and you need provisions.



- Go to the West Side and exit Silmaria through the West Gate.

Outside West Gate

- Pick up a few handfuls of rocks from the foreground.
- If you haven't already done so, equip yourself with both the Leather Armor and the Magic Dagger.
- *Save your game here!*
- Walk to the far right to access the overview map.

Map Overview

- Head northwest up the coastline of Marete.
- Get ready for some serious combat with the likes of Goons, Goremen, Boarmen, Cougarmen, and Batties.

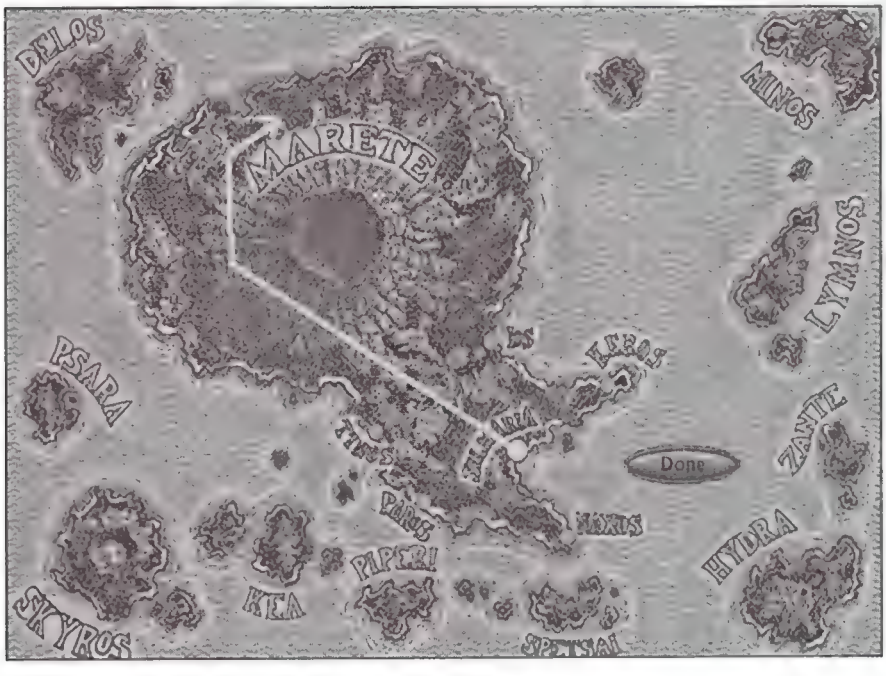


Figure 2-31 *From Silmaria, head northwest across the island of Marete. Monsters and wild men abound, so travel with your Magic Dagger at the ready and Leather Armor equipped.*

When enemies attack, throw rocks or daggers from a distance, and then switch to the Magic Dagger for close-in combat to improve your Weapon skill.

- Whenever you kill an attacker, remember to search its worthless, pathetic corpse for treasure or inventory items.
- If you get seriously wounded, take Healing Pills. When in doubt, retreat from combat. You're only a Thief, after all.
- Eat a gyro if you get hungry.
- When night comes, press the C key to bring up the Character window, select Rest, and then select Sleep.

Day 4: Feathers from Pegasus Peaks

Find the Pegasus nest in the northwest section of the island. Look for the horse-head icon and walk your hero over it to enter the area. (See figure 2-32.)

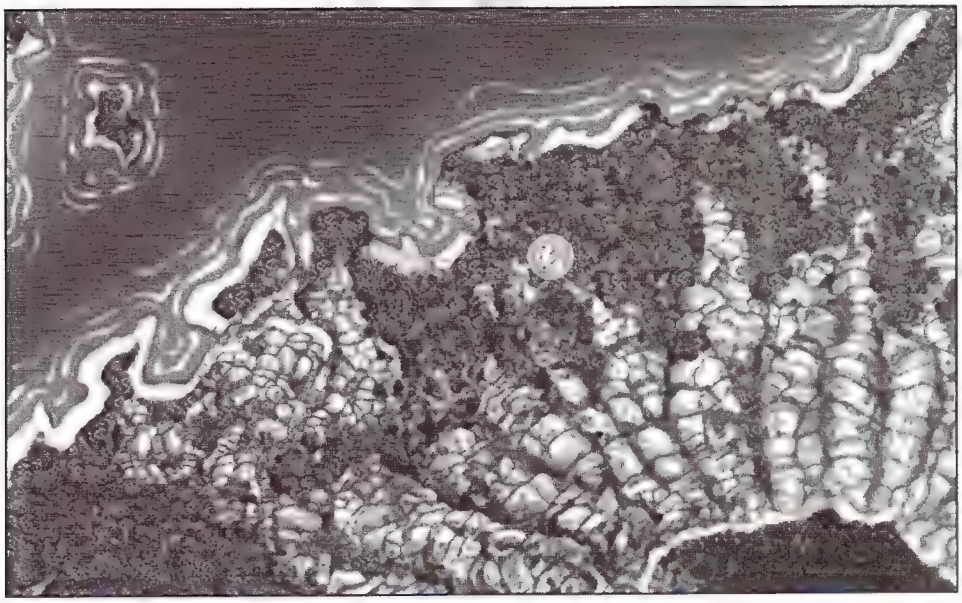


Figure 2-32 *Seek the Pegasus nest shown here in the northwest section of the island.*

Pegasus Nest

- Walk to the bottom of the hill, and then walk screen-right (south) around the far side of the peak. The camera angle changes.
- Approach the Hippocrene stream that flows in front of the peak. Click on it to take a drink. Head rush!
- Fill *two* amphorae in the stream to get some Hippocrene water.

NOTE

One amphora of Hippocrene water is for the Famous Adventurer, as he requested. You'll use the other much later, but getting it now saves you a trip.

- Walk west past the Pegasus nest peak and approach the neighboring peak.
- Walk onto the mossy-looking green spot just east of the big boulder. (See figure 2-33.) Be sure to walk all the way up to the base of the peak.

Figure 2-33 *Walk up to the peak next to the Pegasus nest peak and use your rope-and-grapnel to climb the cliff.*

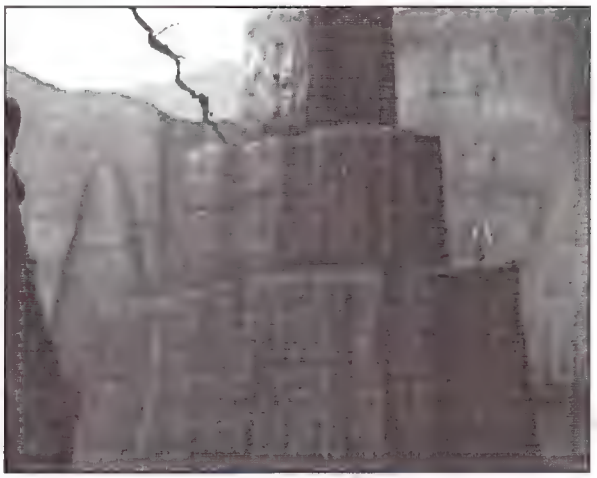
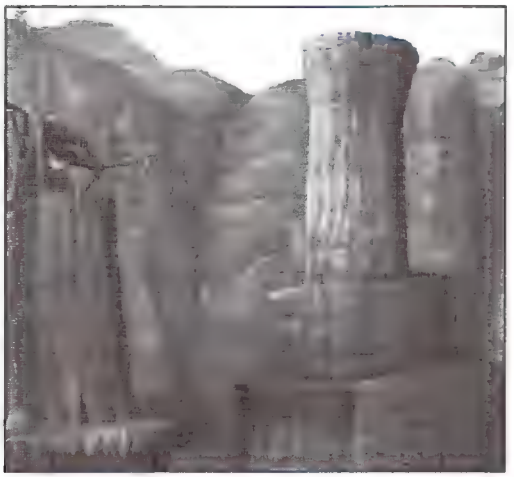
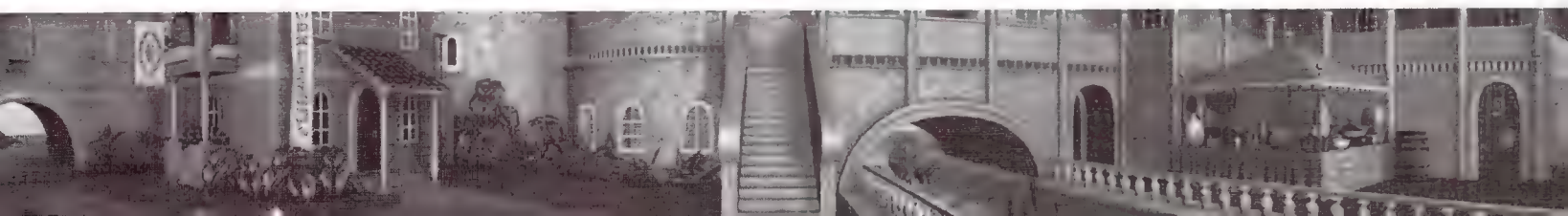



Figure 2-34 *Then walk up the path to that tree branch and swing across to the Pegasus nest.*

- Click your rope-and-grapnel on the peak's first ledge. Your hero climbs the cliff to that ledge automatically.
- Walk up the winding path until you're directly beneath the tree branch.
- Click on the tree branch. Your hero swings across to the Pegasus nest peak.
- Walk up the path to the nest.
- Take some feathers. (I took five handfuls, which is 50 feathers. You can take more, if you want. But don't get too greedy; Pegasus feathers are remarkably heavy, for feathers.)
- Use the Mystic Magnet to return to your room at the Inn.

Land Inn

You should arrive home with plenty of daylight to spare. If so, have one of Ann's always-interesting meals downstairs. Then go to the FACS after 9 a.m. If it's nighttime, however, head straight for the Thieves Guild.



FACS

Give the Hippocrene water to the Famous Adventurer. Better than Viagra, apparently. He asks you to come back after he's quaffed the fabled fluid.

Weapon Shop

- Sell all weapons or armor scavenged from dead enemies to Pholus. Don't forget to bargain with him.
- Buy 10 new daggers.

Apothecary Shop

- Sell some (but not all) of the Pegasus feathers to Salim. Keep at least one batch for yourself.
- With your new cash, stock up on health items. First, buy 20 bottles of Stamina Pills. (Remember, you can't buy these until after you sell Pegasus feathers to Salim.)
- Be sure you have at least 10 bottles of Healing Pills.
- Buy five bottles of Poison Cure Pills.

If you still have daylight or early evening hours left, practice your skills around town—Pickpocket, Lock Picking, Stealth, Throwing, and so on. After 7 p.m., go to the Thieves Guild.

Thieves Guild

If it's after 7 p.m., the cloaked man you first met in the Dead Parrot Inn lurks in the rear-left corner of the guild.

- Talk to the cloaked man. What a heck of a nice guy!
- Talk to Arestes. He has some interesting things to say about the cloaked man.
- Practice your Pickpocket skill on the dummy.

Around Silmaria

Practice skills until midnight, and then use the Mystic Magnets to return to the Land Inn.

Land Inn

Sleep until morning.

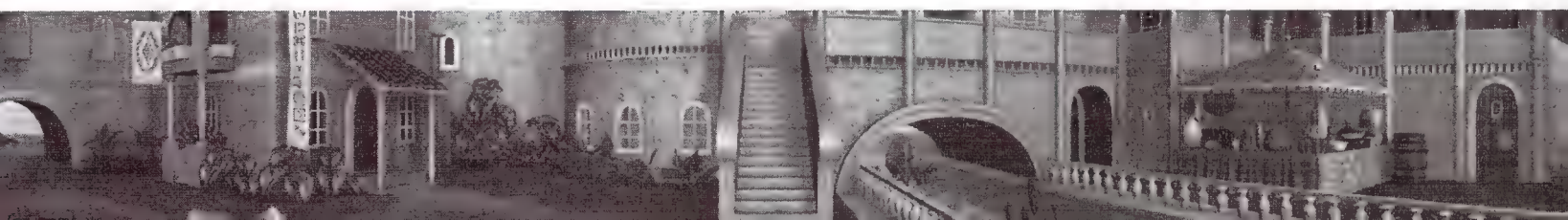
Day 5: Stock Up on Supplies/Money

If it was too late to give the Hippocrene water to the Famous Adventurer when you returned from the Pegasus nest, do so now. Otherwise, start Day 5 in Silmaria with a visit to Andre at the Docks.

Boat Dock (Andre)

- Talk to Andre. In particular, ask about fishing, ask about small fish, and then ask about anchovies. (Remember to keep scrolling down the list of questions using the scroll bar at the right.) Andre will give you some anchovies.
- Click on the water beneath the dock to hop in for a swim.

Figure 2-35 *Andre's anchovies would make a great pizza topping for somebody on Science Island.*



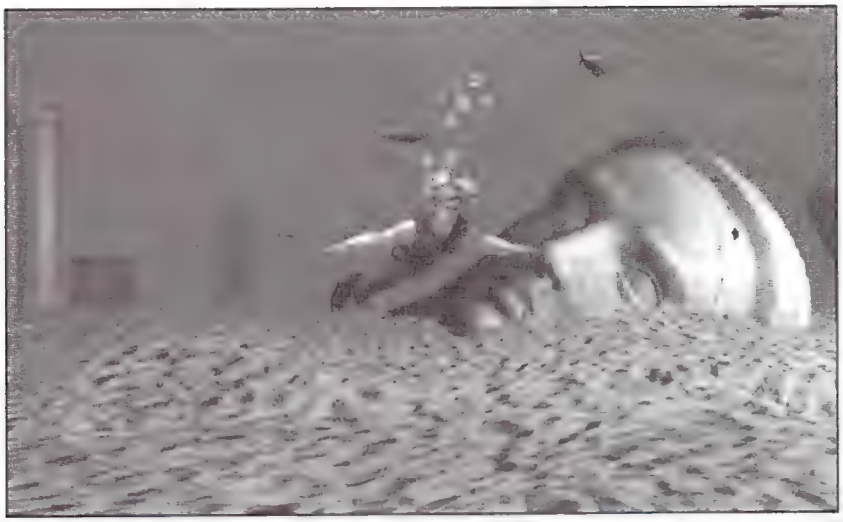


Figure 2-36 *Nothing like a little dip in a monster-infested ocean to start your day. Fortunately, it's safe near the dock*

Try not to drown. (Isn't that an excellent tip?) At this early stage in your training, don't wander too far from the underwater ladder, and keep an eye on your Stamina rating. When it gets low, head straight for the ladder to resurface.

- Take a Stamina Pill, or, if you have time, rest an hour to rebuild your Stamina rating.
- Take a few more dips, repeating the foregoing process, to build your Swimming skill.

FACS

Figure 2-37 *Here's a little trinket every Thief needs—a charm to boost your Stealth rating by 50. The Famous Adventurer gives you one in exchange for your earlier gift of Hippocrene water.*

- Click on the Famous Adventurer. In gratitude for the Hippocrene water, he gives you the Stealth Charm.
- Equip yourself with the Stealth Charm.

> NOTE
>
> **Equipping yourself with the Stealth Charm adds 50 points to your Stealth skill.**

Marrak's Food Stand

Go to Marrak's food stand and purchase a pepperoni pizza. Why? Because *I know everything*, is why. (And you'll need it shortly.)

Apothecary Shop

- Be sure you're well-stocked with health items before you leave. You should have at least 20 bottles of Stamina Pills, 10 bottles of Healing Pills, and a few bottles of Poison Cure Pills in your inventory.
- Take a jalapeño pepper from the bunch hanging lowest in the back of the shop.

> NOTE
>
> **You use up a lot of stamina underwater. If you use up a bunch of Stamina Pills after swimming, be sure to refill your quota of 20 bottles at the Apothecary.**

Poison Cure Pills
While these pills aren't the cure-all they claim, they will ward off death from poison.
Stamina Pills
These pills will pep you up when you are down.
Jalapeno Peppers
These pungent peppers are particularly spicy

Figure 2-38 *Before you embark on the first quest in the Rites of Rulership, obtain these items from the Apothecary—Poison Cure Pills, Stamina Pills, and some free jalapeño peppers.*

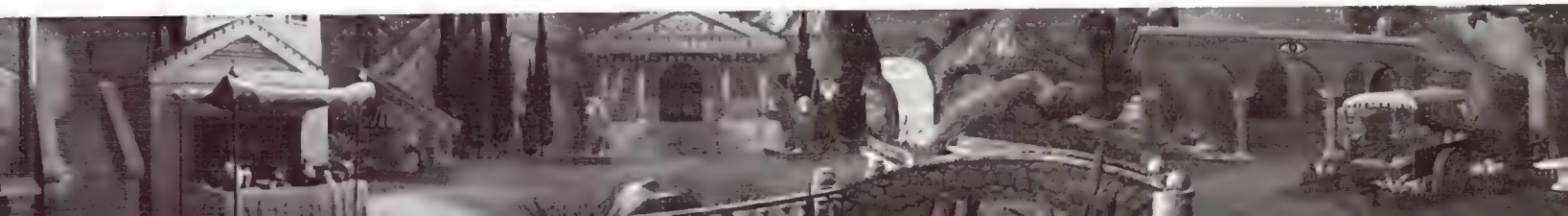
Bank of Silmaria

Withdraw about 1,000 drachmas. You need to carry a goodly sum to enter the Chief Thief contest tonight.

Adventurers Guild

- Enter to see Elsa von Spielburg by the fireplace. Show her the Thief Sign.
- Talk to Elsa to learn she's been invited to enter the Rites of Rulership by the wealthy Minos, counselor to King Justinian before the king's assassination.

Figure 2-39 *Elsa von Spielburg is an old acquaintance from days of yore. To see when exactly yore is, check out* Quest for Glory I: So You Want to Be a Hero.



- Exit the guild and practice your skills—Swimming, Stealth, Throwing, Lock Picking, Pickpocket—until evening.
- After 6 p.m., head out to Science Island.

Science Island (after 6 P.M.)

After riding the gondola to the island, enter the Science Institute. (If you passed the quiz on the monitor outside the lab on your earlier visit, you can just walk right in.)

Science Institute

A different professor, Dr. Mobius, sits at the desk. He takes the place of Dr. Pretorius after 6 p.m. This guy is a bit more arrogant and less friendly. He also has a different pizza preference.

- Check out the pizza pie chart on the wall. Jalapeño and pepperoni!
- Talk to the condescending Dr. Mobius.
- In inventory, combine the pepperoni pizza you purchased at Marrak's food stand with the jalapeño peppers you got at the Apothecary Shop. You create a "P. & J. pizza."

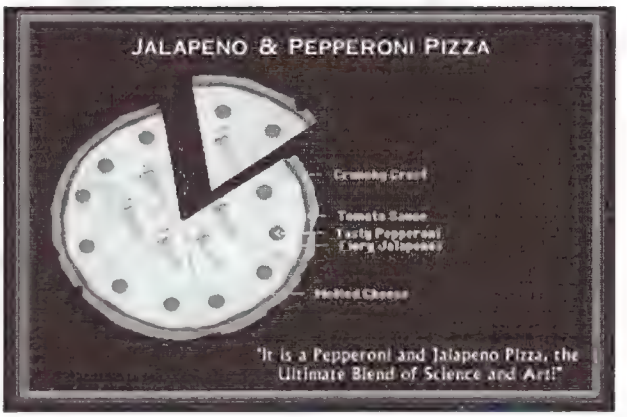
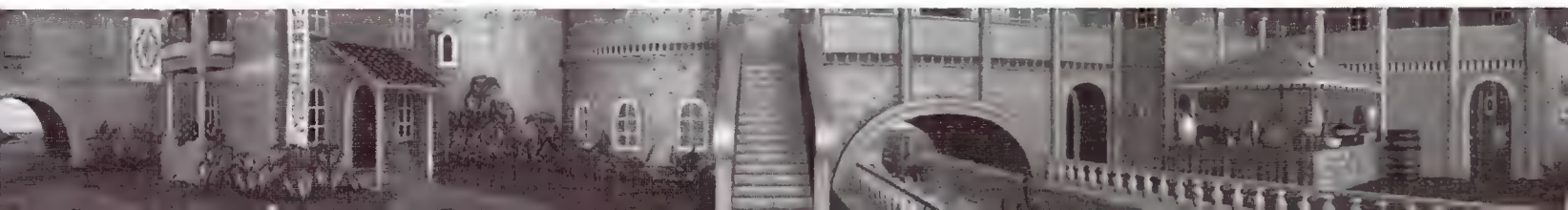


Figure 2-40 *Dr. Mobius is fond of pepperoni-and-jalapeño pizza. Give him some.*



- Give the P. & J. pizza to Dr. Mobius. Now you can walk around the lab and examine things, including that interesting "Flying Machine Prototype" hanging on the wall behind Mobius.
- Use the Mystic Magnets on yourself to teleport to your room at the Inn. Aren't they handy?

Land Inn (Your Room)

Head downstairs for a meal, and then go to the Thieves Guild.

Thieves Guild

- Talk to Ugarte. His price for hot information has gone up another 1,000 drachmas to 2,000! He also warns you not to trust Ferrari.
- Talk to Arestes to learn Nawar has a crush on you.
- Buy a blackjack from Arestes.
- Click on the Chief Thief Competition board at far right and select Enter. (You can enter only if you have enough drachmas in your inventory.)

The Dead Parrot Inn

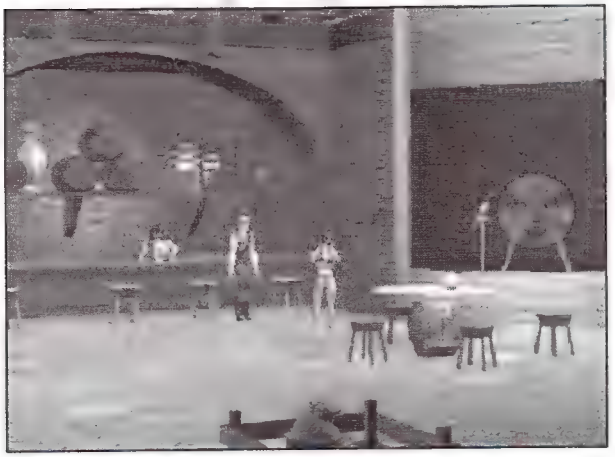


Figure 2-41 *Nawar is a hypnotic dancer. Don't be afraid to tell her so later, when you get the chance.*

- Watch Nawar dance.
- Talk to Budar the Bartender. When you say good-bye, she suggests you tell Nawar you liked watching her dance.
- Practice various skills until midnight or so.
- Use the Mystic Magnet to return to your room at the Inn.

Land Inn (Your Room)

Sleep until morning.

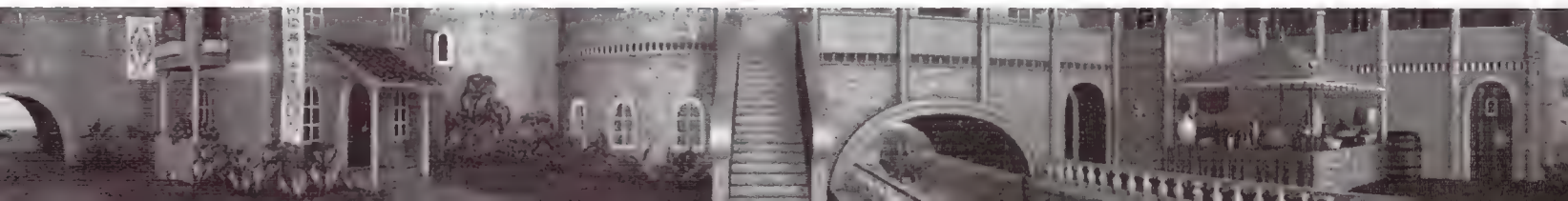
Day 6: Practice, Practice, Practice

Before you jump into the Rites of Rulership and tackle the first quest, consider spending one more full day building up your various skills as high as possible. You can enter the competition officially now, however.

Bank of Silmaria

- Select Make a Transaction.
- Select Enter The King's Rite.
- Talk to the Banker: "The Hall of Kings awaits you, kid."

Figure 2-42 With your account well over 1,000 drachmas, it's time to enter the Rites of Rulership.



Around Silmaria

Sneak around town picking the townspeople's pockets for an hour or two. Then go to the Docks and practice your Swimming skill.

Adventurers Guild

- Enter and talk to Magnum Opus. Discuss all topics to learn what a pompous blowhard he is.
- Check out the bulletin board. Salim wants rare flowers or plants for his poison antidote.

West Gate/Map Overview

- Go through the West Gate.
- Equip yourself with Leather Armor and the Magic Dagger.
- Walk to the right to access the map overview.
- Follow the road north from Silmaria until you walk onto the red Dragon Pillar icon.

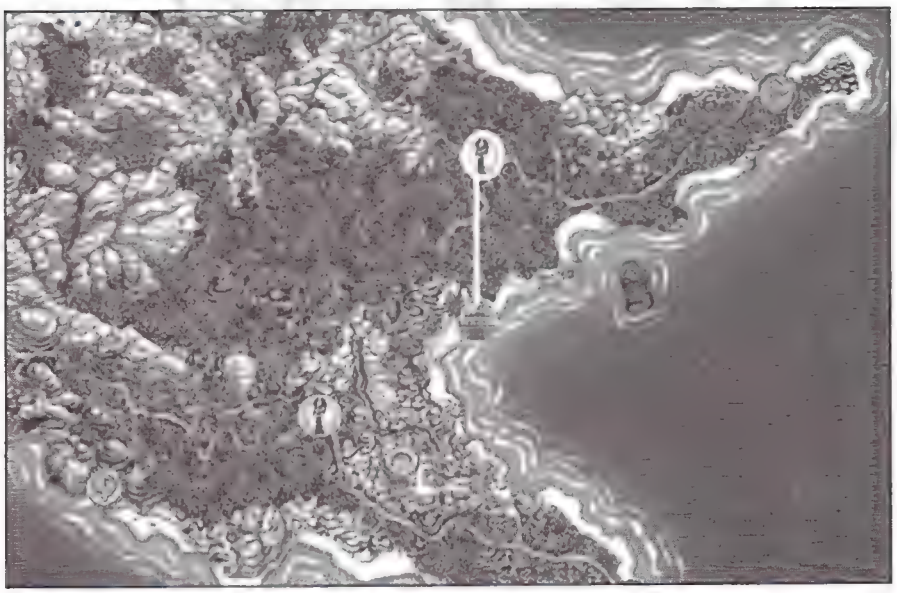


Figure 2-43 *Go north from Silmaria to the red dragon icon.*

Dragon Pillar (Beehive)

Figure 2-44 *Battle Goons or other creeps, and then scrape a glob of beeswax from the broken beehive near the Dragon Pillar.*

- After you kill the monsters, take pills to replenish your health and stamina.
- Search enemy corpses for loot.
- Click on the nearby beehive to grab a big hunk of beeswax.
- Click on the Dragon Pillar to read this inscription: "This is the second of the Pillars that bind the Dragon of Doom. As long as this stands, the Dragon shall not again fly."
- Exit the clearing to access the map again and return south to Silmaria.

Around Silmaria

Practice, practice, practice! Throw daggers at the bull's-eye target, dive off the boat dock and swim, and pick locks. Also, spend some quality time with your finger on [F], letting your Hero practice his knife work. (This builds both Strength and Offense skill.) Late evening, go to the Land Inn and have a nice meal.

TIP

Your skill at throwing daggers will be very, very important in an upcoming quest in the Rites of Rulership. Work to get your rating up to at least 500 points.

The Dead Parrot Inn

- Click on Nawar and select Play the Wheel of Fortune.
- Build skills around the Inn. Pick pockets, jab your knife through the air, sneak around, throw things, whatever.
- At midnight, step outside.

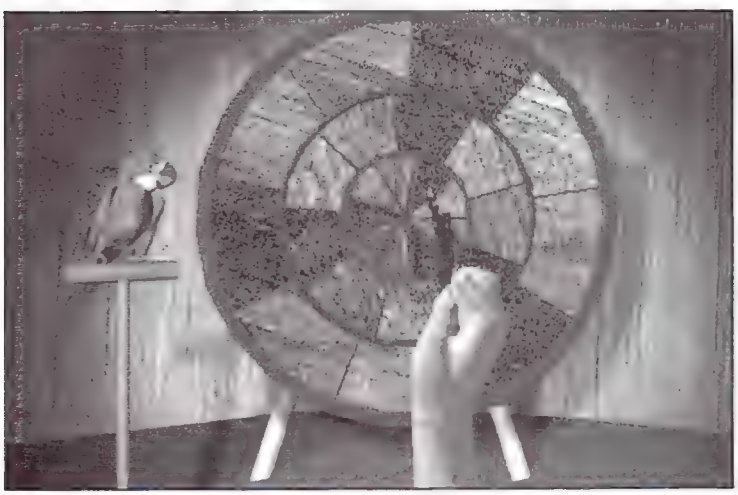


Figure 2-45 *Wheel of Fortune is an interesting diversion. You can win money and build your Throwing skill.*

The Docks (Outside the Dead Parrot Inn)

After midnight, Nawar waits on the balcony. Talk to her, and then use the Mystic Magnets to travel to your room.

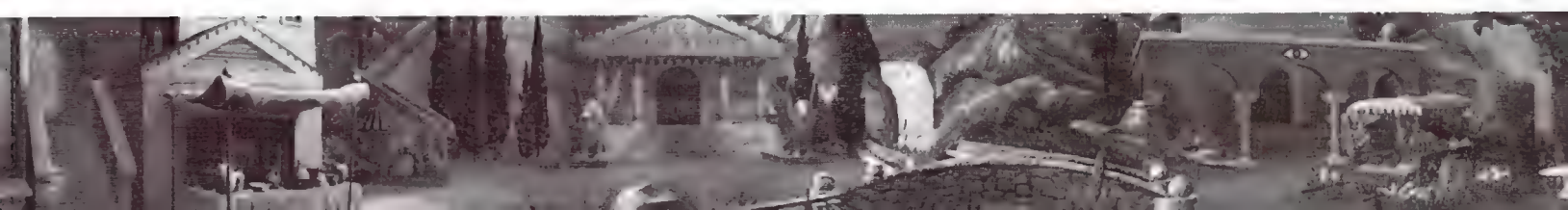


Figure 2-46
Nawar waits on the balcony after midnight.

Land Inn (Your Room)

Sleep until morning.

Day 7: The Rite of Freedom

At last, a chance to prove your worth. Waste no time. After you arise from your slumber, grab some breakfast and head straight to the Hall of Kings up on Nob Hill.

Hall of Kings

Click on the gate guard to enter. Your arrival triggers the opening ceremony of the Rites of Rulership. The first quest is the Rite of Freedom. Each of the five contenders must free a Marete Island fishing village from the Hesperian invaders. The first contender to return with their chosen village's sigil (a ceramic symbol of the village) will be declared the winner of the first rite.

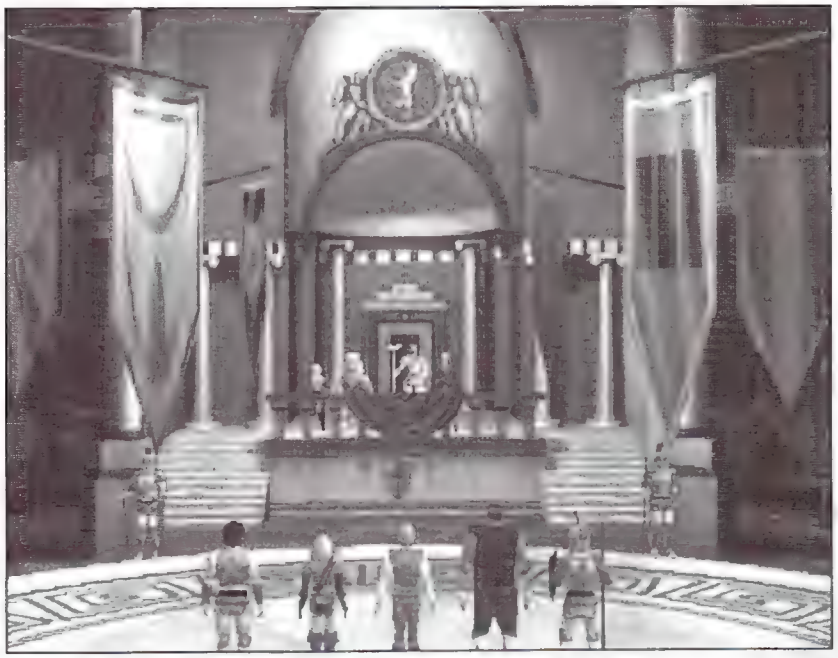


Figure 2-47
Let the rites begin!

Your job now is to acquire the Sigil of Naxos and bring it to the Hall of Kings as proof you have succeeded in your quest. You are automatically escorted out of the Hall of Kings.

Nob Hill (Rakeesh's Sunning Rock)

- Talk to Rakeesh. He says you'll face "a small army," and counsels you to avoid open combat, if you can.
- Open the map you purchased from Wolfie to check Naxos's location. As you can see, it's not far south of Silmaria.
- Exit Silmaria through the West Gate.

Map of Marete

Travel south along the shoreline toward the tip of Marete's southern peninsula. At some point along the shore you'll leave the map screen and enter a beach screen.

Southeast Beach Area

Find the basket near the water's edge and take it. (Remember the note for Sarra's lost wicker basket you saw posted in the Adventurers Guild?)

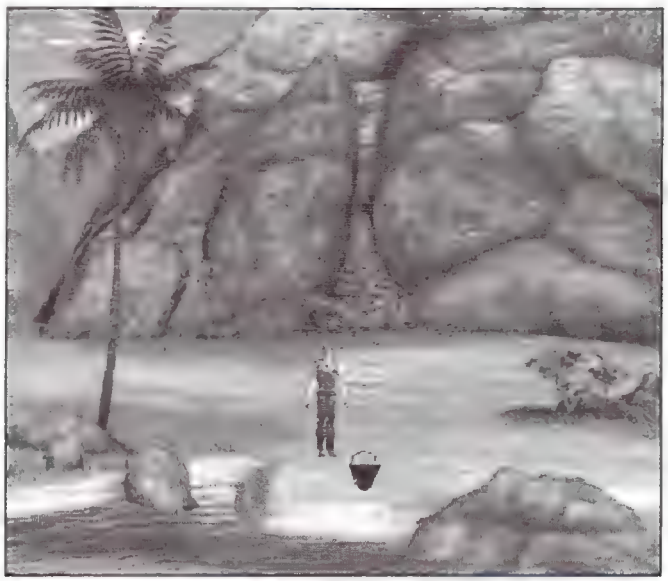


***Figure 2-48** Look for Sarra's wicker basket on this beach southeast of Silmaria.*

Map of Marete

Naxos is on the tip of Marete's southern peninsula, near the beach where you found the basket. But don't enter the village until after darkness falls at 8 p.m. Spend the daylight hours exploring the nearby region. Fight monsters and other assorted invaders to build your fighting skills.

Again, in general:

- When enemies attack, throw rocks or daggers until they get close; then switch to the Magic Dagger for close-in combat.
- If you're seriously wounded, quickly pop some Healing Pills.
- Most important (especially for Thieves)—*when in doubt, run away!*

Naxos (after 8 P.M.)

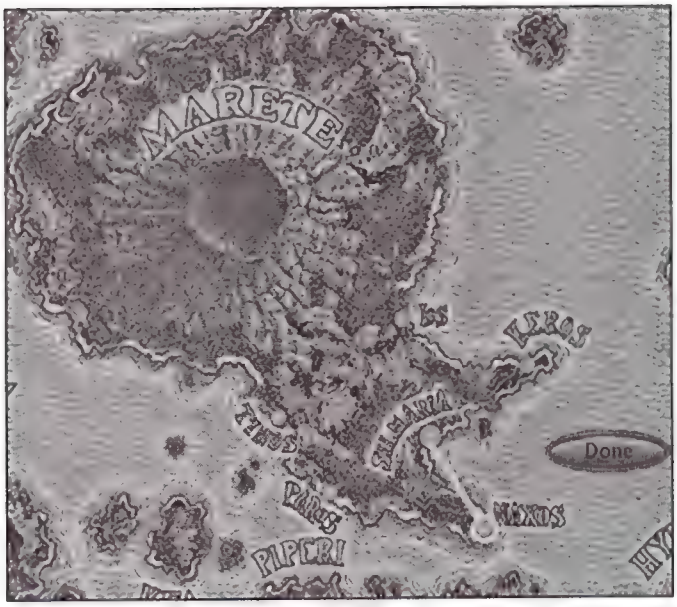


Figure 2-49 *Naxos is on the tip of the Marete's southern peninsula. Thieves shouldn't enter until after dark.*

- Save your game here!
- Immediately hit [K] to sneak.
- Equip yourself with the Stealth Charm, if you haven't done so already.
- Move the blackjack to your Belt.
- Sneak up behind the first guard and click the blackjack on his head to whack him unconscious.

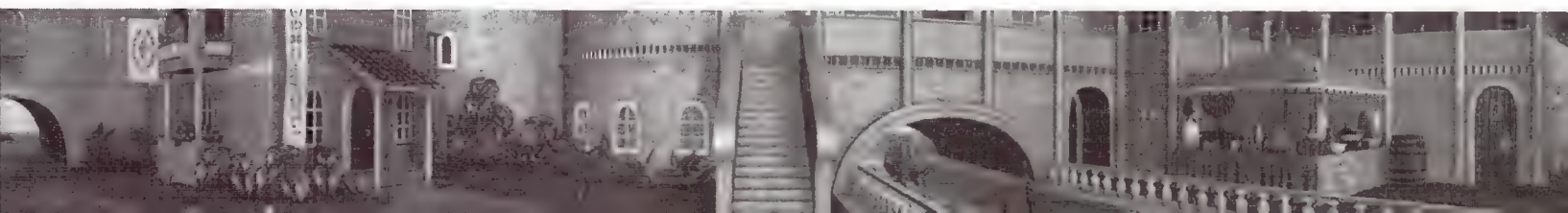
This sort of stealth attack isn't always easy to execute. If you don't knock out the guard, you trigger the Naxos alarm and find yourself in deep combat. If that happens, you might want to exit Naxos and go monster-hunting for awhile to improve your skills before coming back. Or you might say the heck with it and launch an all-out frontal assault. Thieves aren't exactly mighty warriors, but if your Weapon skill is high enough, you can dispatch many Hesperians with your Magic Dagger. The choice is yours.

Figure 2-50 *Here's your target in Naxos—the leftmost building in the village.*

- If you're succeeding with the stealth route, sneak up on the next guard—the one in the tower. Whack him with the blackjack, too.
- Sneak across the footbridge.
- Climb the ladder to the porch of the building farthest left.
- Equip your Magic Dagger. Time to fight!
- Consume Healing and/or Stamina pills if needed, and then go through the door into the building.

Naxos Building (Entry Hall)

- Defeat the guards in the entry hall.
- Gulp Healing and Stamina pills.
- Save your game here!
- Cross the room and go through the door on the left wall.



Naxos Building (Back Room) (Chest)

- Defeat the guards in the back room.
- Open the large chest and take the 500 drachmas, the Atlas Armband, and, most important, the Sigil of Naxos.
- Use the Mystic Magnet on yourself to travel back to your room at the Land Inn.

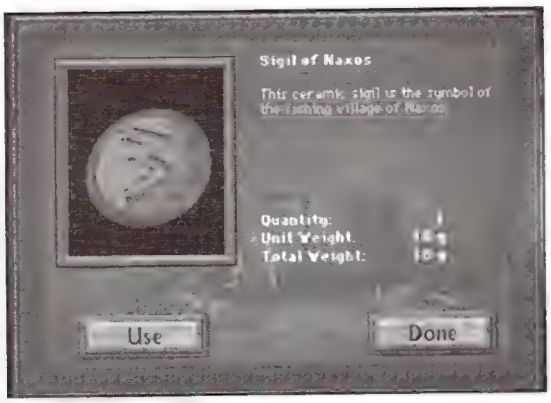


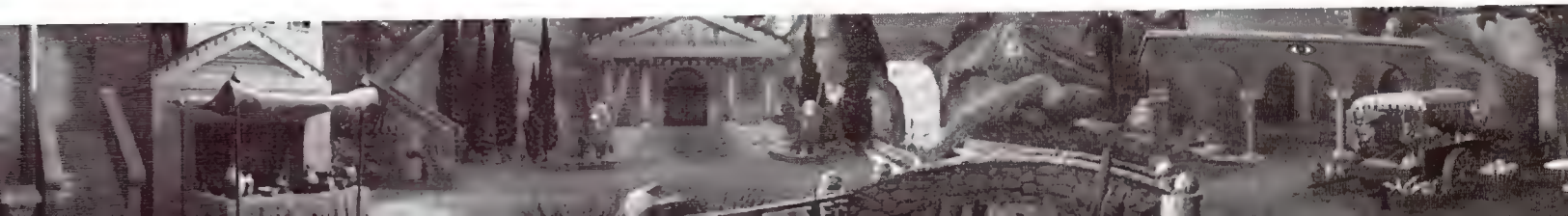
Figure 2-51 *Defeat the final guards and retrieve the Sigil of Naxos from the chest.*

NOTE

The Atlas Armband, when equipped, adds 50 points to your Strength ability rating.

Land Inn (Your Room)

- Chances are good you're overloaded from the loot you accumulated during the Rite of Freedom. (Shields, in particular, are quite heavy.) If so, unburden yourself of a few heavier objects—shields, swords, drachmas—in the storage chest.



- If it's anywhere near midnight, hop right into bed and sleep until morning.

Day 8: Deliver the Sigil of Naxos

After all that thieving and corpse-plundering, you should be flush with cash. You freed your village much sooner than the others, so you can run a few errands before reporting to the Hall of Kings. Take all drachmas and plundered weapons from the storage chest and head immediately to the Weapon Shop.

Weapon Shop

- Sell Pholus any extra weapons or items you picked up on your journey to Naxos. In particular, sell off any heavy shields.
- If you can afford it—and surely you can by now—buy the Magic Leather Armor. Remember to bargain.
- If you bought the Magic Leather Armor, unequip your old Leather Armor and sell it to Pholus.
- Buy a bunch of throwing daggers—at least 10 more. You'll need plenty for the next rite.

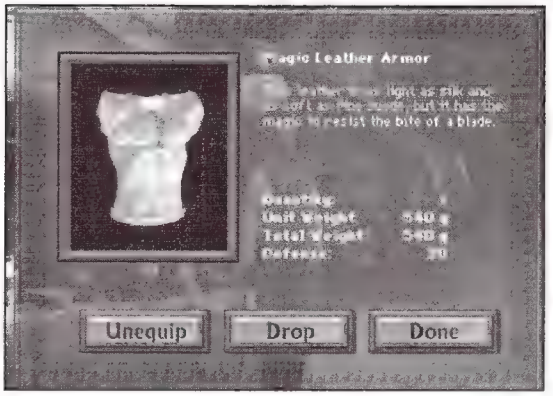
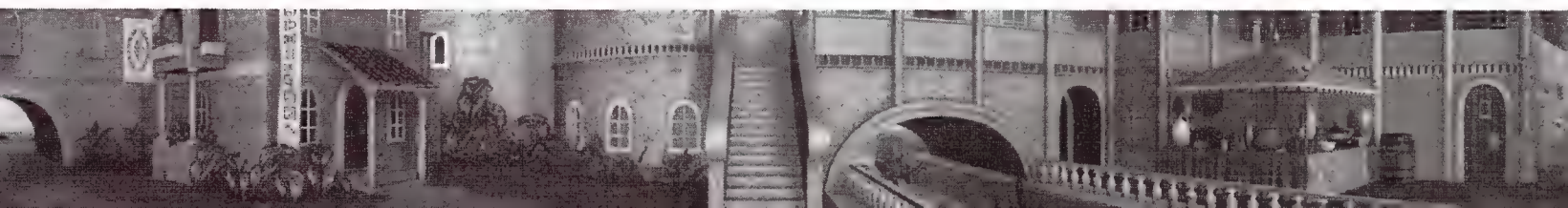


Figure 2-52 *At 2,000 drachmas a pop, the Magic Leather Armor isn't cheap, but you can bargain down significantly.*



Sarra's Bead Stand

- Give Sarra her missing basket—the one you found on the beach southeast of town. In thanks, she gives you a bead necklace.
- Talk to Sarra.

Figure 2-53
Give Sarra her wicker basket..

Marrak's Food Stand

- Talk to Marrak, and then buy some Sokolatak-ya.
- Pick some flowers from the nearby planter under the Apothecary's yellow flag.
- OK, enough dallying. Time to head directly to the Hall of Kings. You want to be the first one back with your village sigil!

Figure 2-54 *Pick flowers outside the Apothecary and buy Sokolatak-ya from Marrak. Now you're ready to go courting.*

Hall of Kings

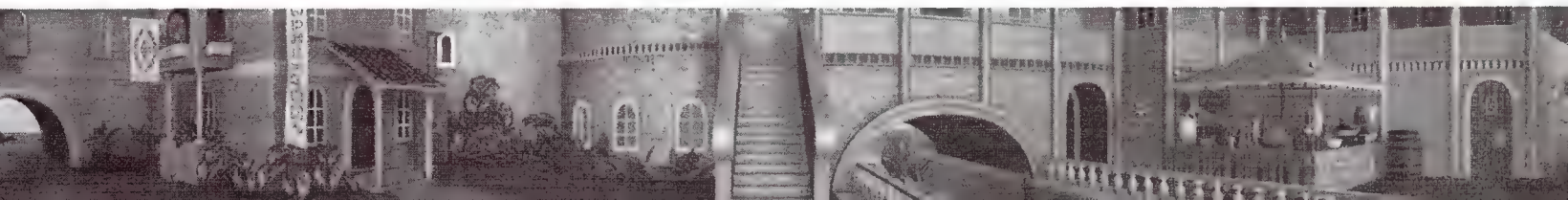
Deliver the Sigil of Naxos to the guards to trigger the completion of the Rite of Freedom. Logos proclaims you victor and reports one of your competitors, Kokeeno Pookameeso, was murdered outside the city beside a broken Dragon Pillar. He dismisses the contenders to rest up for the next rite.

When you return to the Hall of Kings, Logos announces the Rite of Conquest. General Claudius, who headquarters on an island near Marete, leads the Hesperian Mercenaries. Your mission—find his fortress, defeat Claudius, and return with his shield as proof of your victory.

You end up outside the hall gates. For a keen analysis of the current situation, visit Rakeesh at his sunning rock on Nob Hill.

Nob Hill (Rakeesh's Sunning Rock)

Talk to Rakeesh to learn more about Kokeeno's murder; Rakeesh has many questions about its mysterious circumstances. He also worries about the shadowy employer of the mercenaries. He asks you to seek evidence of his identity.



Around Silmaria

- Practice your skills until dusk. Work your Throwing skill over 500.
- Use your Mystic Magnets to teleport to the Land Inn for some of Gnome Ann's good supper.
- Go to The Dead Parrot Inn.

The Dead Parrot Inn

- Go upstairs and talk to Ugarte. When you ask for information, he offers to find out more about the assassin—for a price, of course.
- Go talk to Nawar. Be sure to flirt with her.
- Give Nawar the jewelry (from your mansion robbery), the flowers (picked outside the Apothecary), and the Sokolatak-ya (from Marrak).
- Exit the inn and walk up the hill to the West Side of town. Don't use your Mystic Magnets!

West Side (from the Docks)

- As you approach the bridge just past the Adventurer's Guild, Ugarte sneaks out to meet you.
- Discuss all topics with a very nervous Ugarte. He claims to know more about the assassin—and the assassin's employer. But Ugarte wants 5,000 drachmas for this information. Of course, you don't have that kind of money right now.
- When you select Say Goodbye, the dark-cloaked assassin suddenly appears by magical means and tosses his poisoned blade into Ugarte!
- Use your Poison Cure Pills on Ugarte.

Your quick action saves Ugarte's life and triggers the appearance of a guard. You end up in the Hall of Kings.

Hall of Kings

Speak with Logos about the assassination attempt on Ugarte, and then head straight for the Thieves Guild.

Thieves Guild

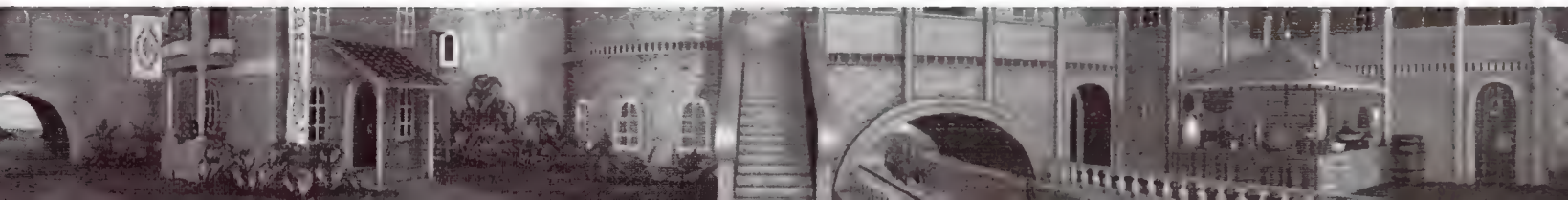
Talk to Arestes. My, word travels fast around here. Learn the latest rumors about the assassin. Arestes suspects the sour, dark-cloaked fellow.

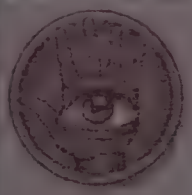
The Dead Parrot Inn

- After Ugarte's near-assassination, go talk to Nawar again and discuss all topics.
- Go upstairs and talk to Ferrari. He tells you he and Ugarte had been scheming to obtain the fabled Blackbird.
- When you ask Ferrari for information, he suggests a "business arrangement" and asks you to find the Blackbird.
- Use your Mystic Magnet to teleport to your room at the Land Inn, and then sleep until morning.

Day 9: The Rite of Conquest

Sure, you're Number One now. But as rites go, taking a fishing village is little more than a warm-up act. You fared well against the foot soldiers. Let's see how you do against the Hesperian honcho. After waking, go directly to Andre's boat at the Docks. (You must get there before noon or he's gone for the day.)





TIP

Make sure you have plenty of throwing daggers before you embark on the Rite of Conquest. I recommend at least 20; more is better. And be sure you've built your Throwing skill to at least 500.

Boat Dock (Andre)

- Talk to Andre. He mentions a string of islands where the Hesperian forces might be encamped.
- Rent the boat.

Map Overview

Sail around the tip of the southern peninsula and head west to Sifnos. (See figure 2-55.) Andre won't let you off until you have the cover of darkness.

Figure 2-55 *Set sail for Sifnos aboard Andre's fishing boat*

Sifnos Island

- Save your game here!
- Press [K] to sneak and be sure your Stealth Charm is equipped.
- Sneak along the base of the fortress, hugging the wall as you move toward the fortress stairs. Don't go around the corner of the staircase! More guards are posted there.
- At the base of the first landing, click your rope-and-grapnel on the landing to pull yourself up to the stairs. This way, the guards just around the corner won't see you. (Of course, if you engaged the first pair of guards in combat, this last move is unnecessary. The general alarm has sounded, and you must fight.)
- Sneak up to the second landing, and then use rope-and-grapnel to lower yourself to the drainpipe.
- Click on the drainpipe and select Use Thief Kit to Open Drain. Have a pleasant climb.

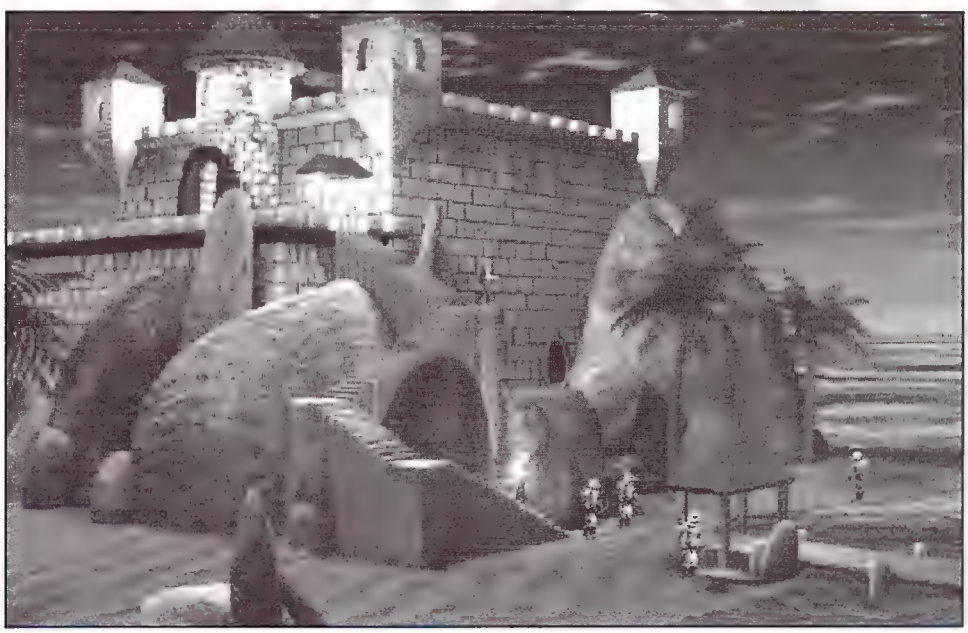


Figure 2-56 *After arriving in Sifnos, sneak! To avoid the guards, stick to the wall and climb (with rope-and-grapnel) to the stair landing.*

Inside the Sifnos Fortress

- You emerge from the outhouse door. Try to sneak to the far side of the fortress, hugging the wall and hiding where you can. (Again, if the Sifnos alarm sounds, you'll have to fight.)
- When you reach the far end of the fortress, the Sifnos Wizard appears.

TIP

A Thief's best tactic against the two Sifnos honchos—Wizard and General—is to throw daggers from a distance and keep moving. It's possible to defeat the General in hand-to-hand combat, but you'll take significant damage and likely expend most of your health and stamina items.

How to Fight the Sifnos Wizard

The Centaur Wizard of Sifnos hurls painful magic bolts at you and teleports back and forth between the left and right battlements. Throw dag-

Figure 2-57 *Toss daggers at the Sifnos Wizard as he teleports from battlement to battlement.*

gers at him. Keep moving to avoid both his bolts and the Hesperian guards' arrows and attacks.

Important: *Don't waste precious throwing daggers on the guards pestering you!* It's difficult to engage the Wizard in close combat—he keeps zapping from side to side—so save the daggers for him. If you can't shake a pesky guard, run under the battlement beneath the Wizard (to cut off his attack), switch to your Magic Dagger and make quick work of the guard, and then switch back to dagger-tossing at the Wizard.

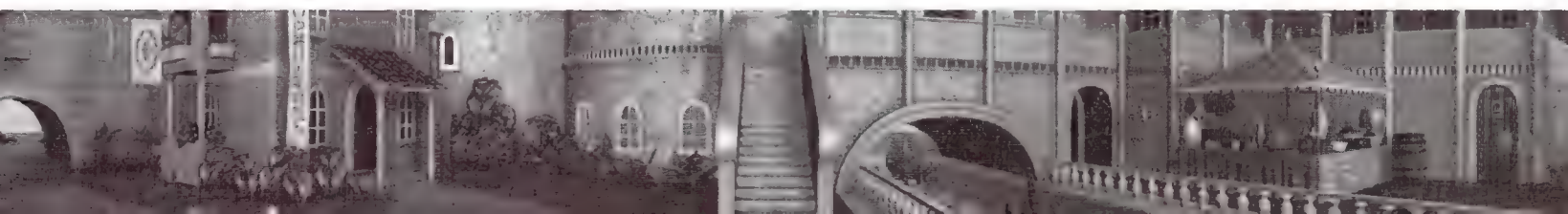
When you finally destroy the Wizard, General Claudius emerges, wielding a deadly battle-ax.

How to Fight General Claudius

Thief battle tactics against the General mirror those against the Wizard. Keep moving. Toss daggers from a distance. Run back and forth to avoid guard arrows and attacks. Don't let the General get close; his axe inflicts fearsome damage. However, if you run out of throwing daggers, equip yourself with the Magic Dagger, and then dart in and out, making quick stabs at Claudius while avoiding the mighty swipe of his axe.

Important: *Keep your attack focused on the General.* When he goes down, the battle is won.

Figure 2-58 *You could just ask Claudius for his shield. Of course, his answer would be, "Over my dead body."*



- After you defeat the General, all the mercenary troops run away. Search the General's remains for booty, including the all-important General's Shield.
- Go upstairs and search the Sifnos Wizard's corpse to retrieve items, including another Magic Dagger and the Augmentation Scroll.
- Be sure to search the bodies of any other soldiers you killed in the battle.
- Use your Mystic Magnet to teleport back to the Land Inn.

Land Inn (Your Room)

If you're overloaded, dump any heavy spoils of war in the storage chest. Then sleep happily until morning.

Day 10: The Rite of Valor

You beat the other Rites of Rulership contestants to the General's Shield, so you have no reason to rush to the Hall of Kings with proof of your victory. Make a couple of leisurely stops before delivering your trophy of war.

Land Inn (Your Room)

Take your load of booty—shields, swords, spearheads, and other spoils of conquest, including the Magic Axe—from the storage chest and go immediately to the Weapon Shop. Don't dally. If you're overloaded, your Stamina rating drops quickly.

Weapon Shop

Sell Pholus any extra equipment you picked up during your Sifnos sojourn, including the Magic Axe. (Thieves prefer the quick work of the dagger.)

Apothecary Shop

- Talk to Julanar to learn that she's been tending to Ugarte and is perplexed by the main ingredient of the assassin's poison. Ugarte will not recover until an antidote is concocted.
- Talk to Salim. He's working on an antidote and needs rare plants.
- Buy a few Health and Vitality potions.

Town Square

- Talk to the various merchants to hear the latest rumors.
- Stock up on food items from Marrak if you're running low.

Bank of Silmaria

Deposit all drachmas in your bank account.

Hall of Kings

Show the General's Shield to the gate guard. You transport into the Hall of Kings, where Logos heralds your victory, but announces yet another tragedy—the murder of Magnum Opus and the shattering of a second Dragon Pillar.

When the contestants return after a rest, Logos announces the next rite—the Rite of Valor. Your new quest—journey to Hydra, there to face the deadly three-headed dragon that gives the island its name. You must return with the Hydra's teeth to prove completion of this difficult task. After the ceremony, you end up with Rakeesh at his sunning rock.

Nob Hill (Rakeesh's Sunning Rock)

Rakeesh isn't pleased about the Rite of Valor. He believes the biggest threat to Silmaria isn't some fabulous beast, but rather the assassin

stalking the contestants. In any case, he points out that you can't sail to Hydra Island from there. You must find some other form of transport.

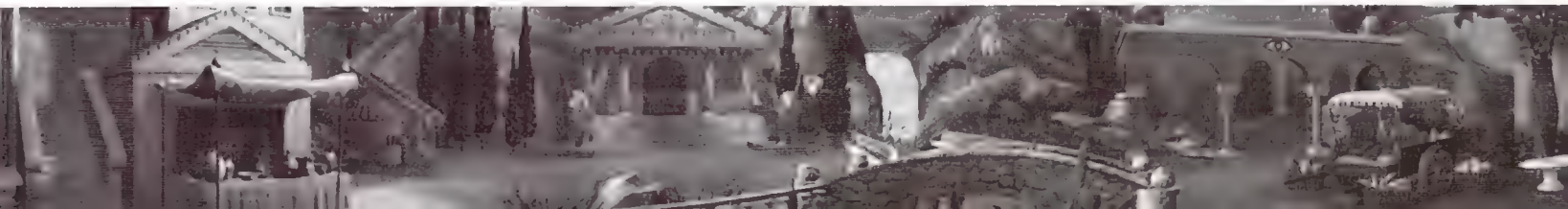
- Talk to Rakeesh. He notes that only a magical weapon can injure the Hydra. (Fortunately, you have your Magic Dagger.) Even legendary heroes, he says, have found it hard to defeat the dragon alone. He also calls the death of Magnum Opus no mere assassination, but a "ritualistic murder."
- When you say good-bye to Rakeesh, the assassin strikes. The man in the dark cloak!
- Use your Poison Cure Pills on Rakeesh.

Figure 2-59 *The cloaked assassin strikes Rakeesh with poisoned daggers and disappears by magical means. Quick! Give the Liontaur your Poison Cure Pills.*

A guard appears, and you end up in the Hall of Kings with Logos. Rakeesh is still alive, but in the same deep, coma-like sleep as Ugarte.

Magic Shop

- Talk to Shakra about his wounded father.
- Sell the Augmentation Scroll and the second Magic Dagger (both from the Sifnos Wizard) to Shakra.



Apothecary Shop

Talk to both Julanar and Salim. You must discover the missing ingredient in the assassin's deadly poison before the apothecary can concoct an antidote. Julanar believes it's a rare flowering plant.

OK, you're about to tangle with a Hydra. A few pointers would be nice. Is there any experienced adventurer in Silmaria who can offer sage advice?

FACS

- Talk to the Famous Adventurer to learn how to combat the Hydra: cut off all three heads and burn the neck stumps to keep the heads from regenerating. No problem!
- Examine the big, open book leaning against the stairs. It describes how Hercules defeated the Hydra by working with his nephew Iolaus. Teamwork! (Remember, Rakeesh mentioned how even the greatest heroes couldn't defeat the Hydra alone.)
- In the book, note also the tale of Daedalus, who "made wings by placing wax and feathers on a wooded framework." You have beeswax and Pegasus feathers. Where can you find a wing framework?

Science Institute

- In inventory, combine the anchovies (from Andre the Fisherman) with the artichoke pizza (from Marrak's Food Stand) to make an "A. & A. pizza."
- Give the A. & A. pizza to Dr. Pretorius. He's most grateful, and he gives you license to look around.
- Approach the wing framework hanging on the wall behind Dr. Pretorius.

Figure 2-60 *Apply beeswax and Pegasus feathers to the wing framework on the wall. (Dr. Pretorius lets you approach it only after you give him an artichoke-and-anchovy pizza.)*

NOTE

Before you fly off to Hydra Island, be sure you have an amphora and a torch in your inventory.

- Apply the beeswax you got from the broken beehive near the Dragon Pillar (back on Day 6) to the framework.
- Apply some of the Pegasus feathers (from the Pegasus nest) to the waxed framework.

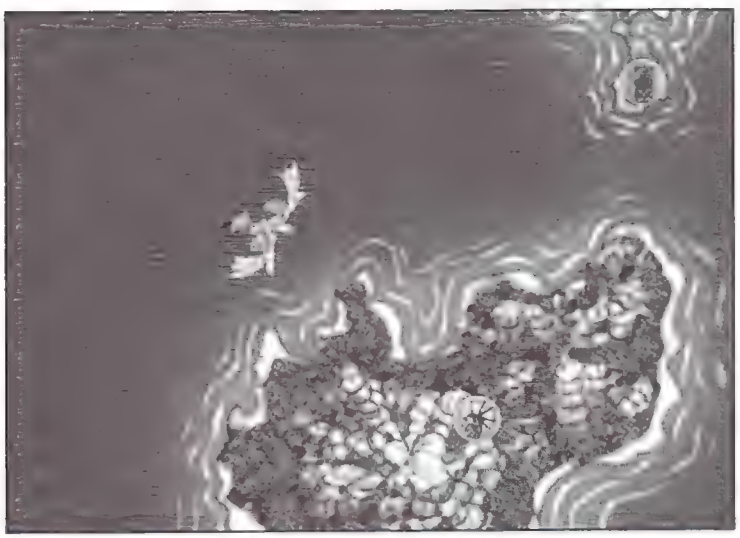


Figure 2-61 *Your hero automatically flies to Hydra Island, Daedalus-style.*

- Take the wings. You automatically launch off the Science Institute ramp and fly to the Hydra's island lair.

Hydra Lair

- Equip yourself with the Atlas Armband, the Magic Dagger, and the Magic Leather Armor. (Stealth won't help you here.)
- Fill your remaining amphora with some of the glowing green sap flowing from the nearby tree. (Your inventory simply calls it "goo.")
- Go down the hill into the lair and attack the Hydra with your Magic Dagger.
- When Elsa appears, you view a window that asks, "Would you like Elsa's help?" Click on the obvious answer: *Yes*!
- Talk to Elsa. When she asks which Hydra-killing role you'd like, Thieves probably should select Torch the Hydra.

Figure 2-62 *Accept Elsa's help in tangling with this horrific beast.*

- If you choose to be the torch man, stay in front of the Hydra to do the burning. Elsa will run up side ramps to attack the outside heads.
- Each time Elsa whacks off a Hydra head, use your lit torch on the fresh neck stump.

Figure 2-63 *Don't forget to fill an amphora with the glowing green goo oozing from that tree.*

NOTE

If you choose to fight the Hydra, use your Magic Dagger to chop off the middle head from directly in front of the beast. To get close enough to take off the other heads, you must climb the rocky ramps to either side.

- When the last head falls and you torch its neck stump, click on the fallen Hydra head to get the Hydra teeth and Hydra scales.
- Walk past the Hydra into the back cave.

Hydra Lair (Back Cave)

- After Elsa gets a Magical Bow and bids you farewell, pick up all the drachmas. There are 1,000.
- Pick up the Magic Helm from the ground nearby.
- Walk left past the Hydra tail to the sea chest.
- Click on the chest and select Disarm the Trap.

Careful! This trap is much tougher than previous traps. The Greek figures are revealed only one at a time. Then you must select the correct figure five times (instead of three), and can make only three mistakes (instead of five), before setting off the trap. And if this trap explodes, your body chunks splatter like confetti.

- After you disarm the sea chest, open it and take all treasure—2,000 drachmas, a Shrink Spell Scroll, a rope, and the Magic Chain Mail.
- Use the Mystic Magnet to teleport back to your room at the Land Inn.

NOTE

Thieves shouldn't equip the Magic Chain Mail, but should sell it, instead. Although it pushes your armor rating up to 25, it also weighs a whopping 2000 quarks. This heavy load reduces the Thief's all-important Agility, Stealth, and Acrobatics ratings considerably. On the other hand, the Magic Leather Armor provides a healthy armor rating of 20, but lowers no skills or abilities.

Land Inn (Your Room)

- Your load is probably heavy again. If so, dump excess stuff in your storage chest. In particular, Thieves should get rid of the heavy (700 q) General's Shield and the Magic Chain Mail.
- If it's before midnight—and it should be, if you're following this walkthrough—then go out and practice your skills for a while. Otherwise, take a well-deserved snooze until morning.

Day 11: Bank Robbery, The Sequel

Once again, you have the only Hydra teeth this side of the Mississippi, so there's no rush to get to the Hall of Kings.

Land Inn

- After you awaken, take all your loot out of the storage chest.
- Go downstairs and have breakfast.
- If you haven't already talked to Gnome Ann about her mortgage problems, do so now, and discuss all topics.

You learn Ferrari is foreclosing the mortgage on the Land Inn because Ann is behind on her loan payments. If she knew a good painter, she'd spruce up the place, and business would pick up, surely. She asks you to talk to Ferrari for her. What kind of hero would say no?

Weapon Shop

Sell all extra items, including the Magic Chain Mail and the Magic Helm. (Again, Thieves prefer to travel light.)

Apothecary Shop

- Talk to Julanar to learn about the drugging of Erasmus. When you say good-bye, she gives you some Magic Seeds.
- Talk to Salim, too, and then sell him the Hydra scales. Now he's able to produce Fire Proofing Potion.
- Go ahead and buy a couple of Fire Proofing Potions.
- Stock up on Healing and Stamina pills. You're probably depleted after tussling with the Hydra.

Magic Shop

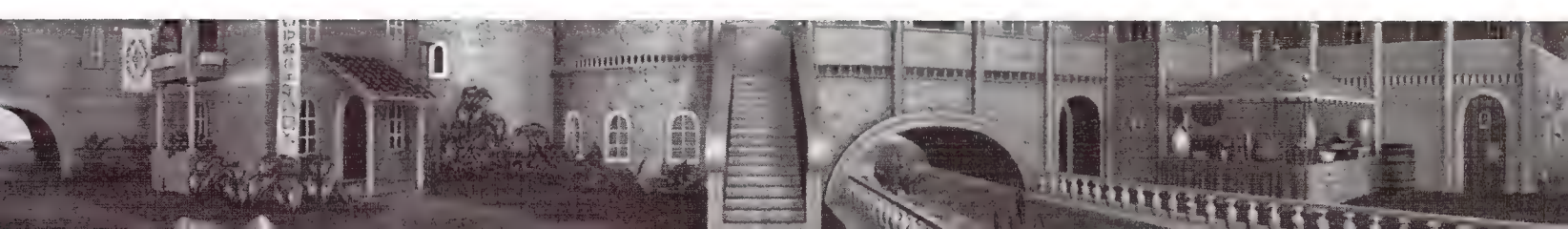
Talk to Shakra about Erasmus and other items. Sell him the Shrink Scroll (from the Hydra treasure).

Bank of Silmaria

Deposit all excess drachmas in your savings account. You're making Sam a happy man.

Hall of Kings

Show the Hydra teeth to the gate guard. This triggers a meeting within the Hall, where Logos proclaims you the victor in the Rite of Valor. When you return from a rest, Logos announces the next quest—the Rite of Destiny. You must go to the island of Delos and seek the mysterious Sybil who foretells the future, and then return with proof from the oracle.



NOTE

Read the Nob Hill bulletin board for the latest news. The murderer not only is killing people, but is destroying the sacred Dragon Pillars outside town. You also learn that the Archmage Erasmus has taken ill and is unconscious in his home.

The Docks

Practice your Swimming skill until 5 p.m.

The Dead Parrot Inn

- Talk to Nawar. Tell her you love her.
- Talk to Ferrari.

If you've discussed the Land Inn mortgage with Gnome Ann, Ferrari offers you the Inn's deed in exchange for "something of great value." When you ask about the Blackbird, he suggests a "business proposition" that sounds more like blackmail: bring him the bird, and he won't tell anyone about your profession and Thieves Guild membership. Ah, business at its finest, no?

Bank of Silmaria (Outside)

Two soldiers guard the area in front of the Bank: the patrolling guard moves back and forth across the aqueduct; the bank guard paces back and forth in front of the Bank.

- Equip your Stealth Charm.
- Press [K] to sneak.

- Wait until the patrolling guard crosses the bridge to the other side of the square.
- Sneak up behind the bank guard and use your blackjack to knock him unconscious.
- Click on the prostrate guard and select Hide the Body.
- Quickly pick the lock on the front door of the Bank and enter.

Bank (Inside)

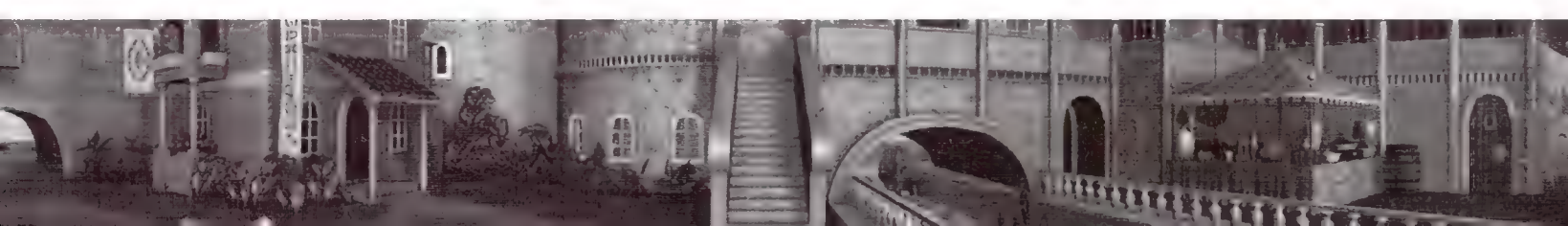
- Pick the lock on the bar gate. This may take a few tries.
- Disarm the trap on the safe.
- Grab the loot from the safe. You make a big, big haul.
- Use your Mystic Magnet to teleport to your room in the Land Inn.

Land Inn (Your Room)

- If you're overloaded, stuff the new loot in your storage chest.
- After midnight, go outside the Dead Parrot Inn. Remember, Nawar wanted to talk to you later.

The Dead Parrot Inn (Outside)

- Have a midnight chat with Nawar, who waits on the balcony.
- Use the Mystic Magnet to teleport back to your room and sleep until morning.



Day 12: The Rite of Destiny

Reaching Delos is a tricky endeavor. You need travel advice from a reliable source, and you must make some important acquisitions. But first, indulge in the enjoyable irony of depositing your bank heist loot back in the Bank.

Bank of Silmaria

- Talk to Sam the Banker. *Another* Bank robbery? Jeez, really sorry to hear it.
- Deposit all but 1,000 of the drachmas you stole from the Bank last night. Sam is so grateful for your deposit. Isn't the pathos just so rich?

FACS (after 9 A.M.)

- Talk to the Famous Adventurer to hear his advice about the Rite of Destiny. He says a "little gold offering" will help coax the Sybil.
- Note also that he seems quite excited about the notion of dancing with Dryads in their magical glade. However, you need an offering they can "really sink their roots into."
- Click on the stack of books in the foreground (just below the open book on the stairs).
- Keep clicking on the book stack to see complete instructions for building a balloon. You need cloth, someone (a housekeeper, for example) to sew it, sticky sap, rope, a metal brazier for hot air, and, preferably, wings for control.

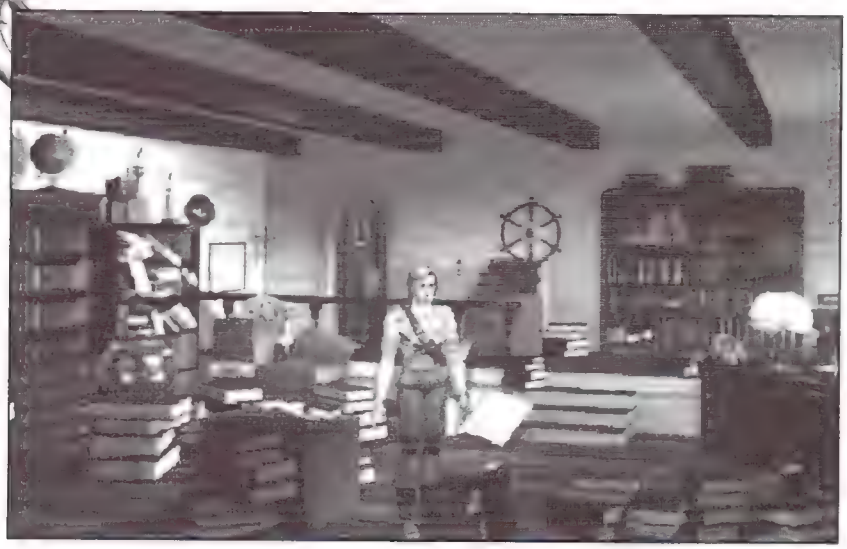


Figure 2-64 One of the FACS books in the foreground (just in front of the hero, here) contains excellent balloon-making instructions.

Wolfie's Artesan Stand

- Talk to Wolfie to hear all the rumors about the rites. Sounds like Elsa and her sponsor Minos aren't getting along. Ask Wolfie about flying, too, to learn of his painting.
- Buy the balloon painting from Wolfie.

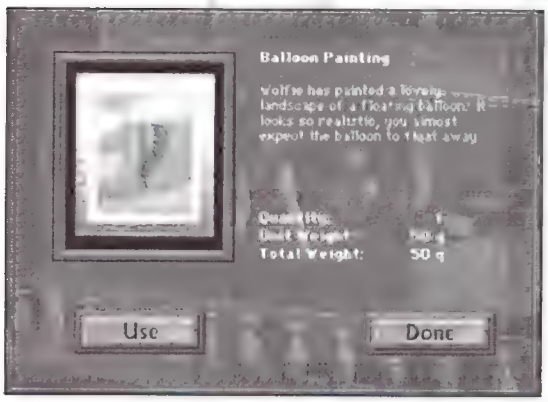
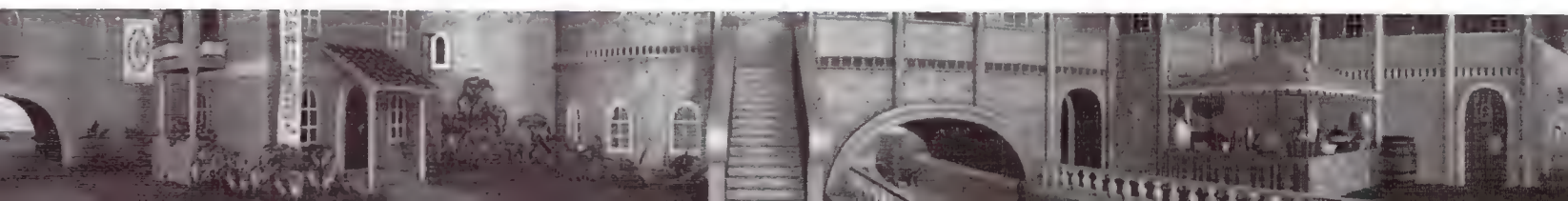


Figure 2-65 Buy this balloon picture from Wolfie.



Sarra's Bead Stand

Talk to Sarra and buy Hera's Ring.

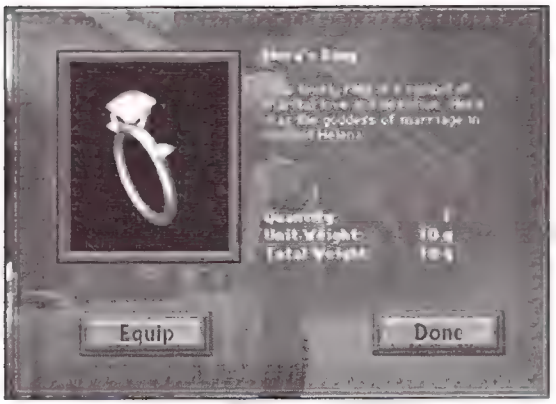


Figure 2-66 *Purchase Hera's Ring for a certain special girl.*

Marrak's Food Stand

- Show the balloon painting to Marrak. He offers to sell you his spare brazier.
- Buy the brazier.
- Use your Mystic Magnets to zap yourself back to the Land Inn.

Figure 2-67 *Without this brazier from Marrak, your balloon won't go very far.*

Land Inn

- Give Ann the Magic Seeds (from Julanar).
- Show Ann the balloon painting you bought from Wolfie.
- Give Ann the sheet from your bed. She agrees to sew it into a balloon.
- Click on Ann. Tell her about Wolfie. Ann says she'll talk to Wolfie about painting her Inn.

Town Square

Well, now you've got the rest of the day to kill while Ann sews the sheet for you. So go out and practice your skills until 6 p.m., and then head for the Thieves Guild.

Thieves Guild

Make a hefty increase in your bet on the Chief Thief Board. Keep at least one drachma in your purse, though!

NOTE

Keep at least one drachma in your purse. You'll need it for the Rite of Destiny.

Around Silmaria

Sneak around town picking locks until after midnight, and then return to the Docks outside the Dead Parrot Inn.

The Dead Parrot Inn (Outside)

- Again, Nawar waits up on the balcony. Talk to her and praise her dancing. Ask for a kiss, too.
- Offer Hera's Ring to Nawar. She won't take it yet.
- Teleport with Mystic Magnets to your room and sleep until morning.

Day 13: Fly to Delos

Ready to travel? If your inventory load is heavy, store your armor and weaponry in your room chest. You won't need either for the Rite of Destiny.

Land Inn

- Be sure you have the tinderbox, rope, brazier, goo, Hippocrene water, and a few drachmas in your inventory.
- Go downstairs. Ann gives you the sewn sheet.
- Step outside. Flower mania!

NOTE

If for some reason you don't have any Hippocrene water, buy another one of Wolfie's amphorae for the trip. You can stop for a fill-up at the Pegasus nest area. It's right on the way to Delos.

Science Institute

- Cross the room and click on the lift to ride up to the balcony level.
- Go through the upper door out onto the circular platform.

Science Institute (Platform)

- Click on the crane controls—the narrow glowing panel near the doorway—to bring up the crane control interface.
- Set Crane Extension to 100.
- Set Crane Rotation to 50.
- Set Claw Position to Closed.
- Click on Run. The claw drags the winged gondola out of the water and sets it on the circular platform.
- Put the sewn sheet on the gondola.

***Figure 2-68** Here are the correct crane settings.*

Figure 2-69 When you use the correct crane settings, the mechanism lifts the winged gondola from the water for you.

- Put the rope on the gondola.
- Put the goo on the gondola.
- Put the brazier on the gondola.
- Use your tinderbox to light the brazier. Up, up, and away!

Overview Map

- Fly northwest to Delos, the island just northwest of Marete. (See figure 2-70.)
- Once you arrive at Delos Island, park your balloon near the Dryad (tree woman) icon in the southwest part of the island.
- Click on the balloon to disembark.
- Walk onto the Dryad icon. You enter the magical glade.

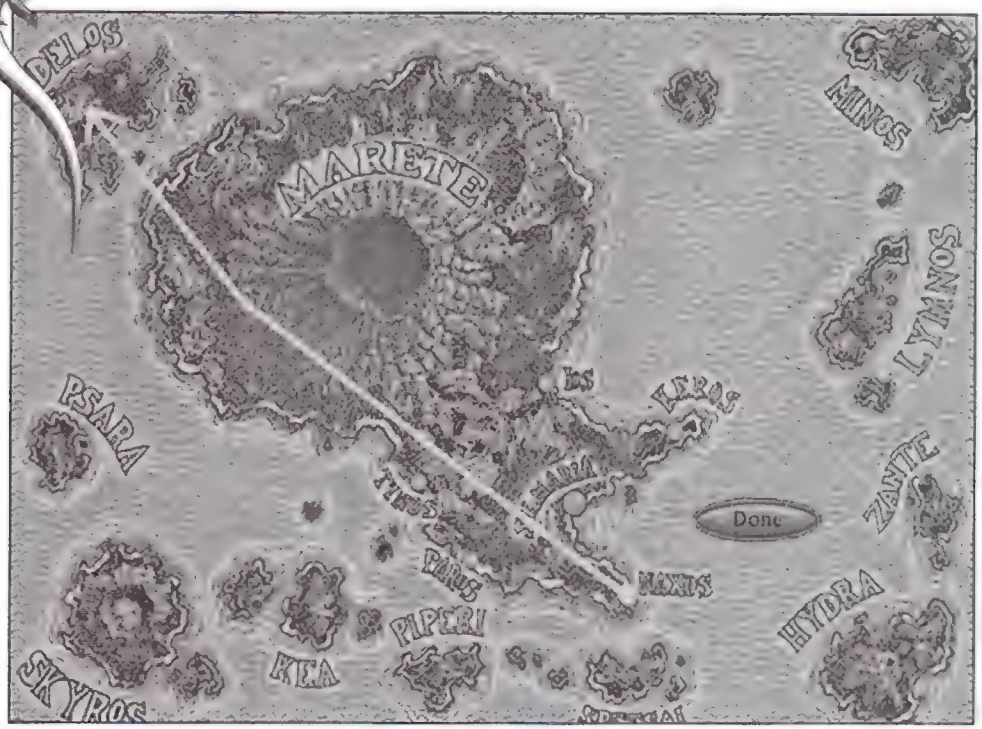


Figure 2-70
Here's the route to Delos. If you have no Hippocrene water, stop at the Pegasus nest to scoop some into one of Wolfie's amphorae.

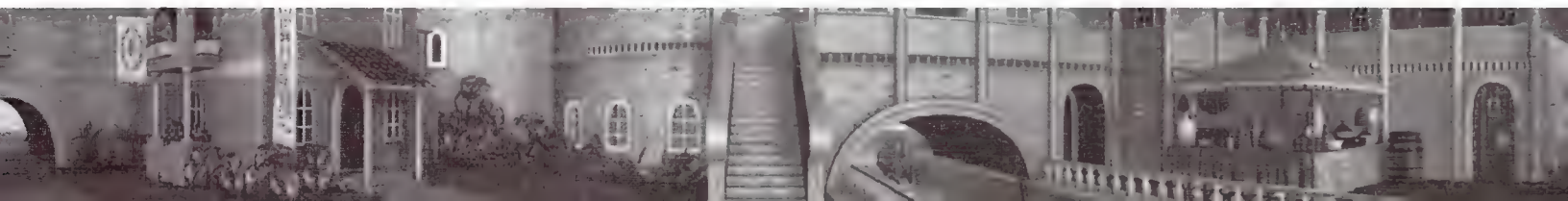
Dryad Glade

Julanar times seven! What an amazing place! It's every bit as magical as the Famous Adventurer indicated. But how did he suggest you go about dancing with the Dryads? Something about making an offering that goes deep to their roots.

- Pour your bottle of Hippocrene water on each one of the seven beautiful Dryads in the glade.
- Sit back and watch the show. This is one of the coolest things you'll ever see in an adventure game.
- Exit the glade.

Overview Map

Walk across Delos to the icon of the marble statue in the northeast part of the island.



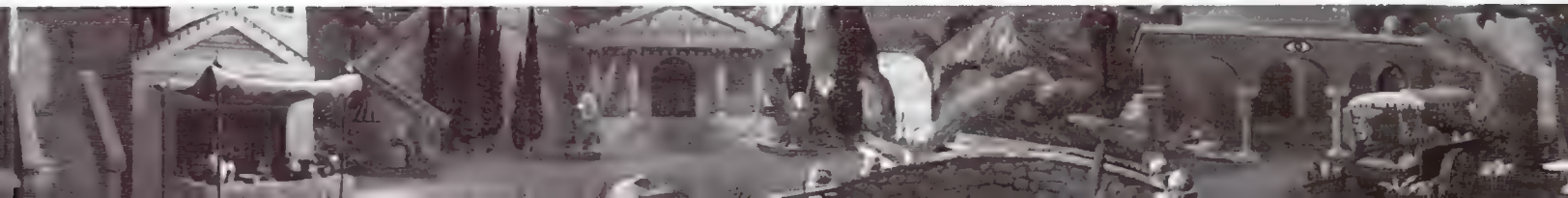
Delos (Oracle Room)

Figure 2-71 *Take the floating Black Lotus and drop a coin in the fountain. The Sybil has dark news.*

CAUTION

Don't step into the Sybil's fountain!

- Click on the leaning monolith (in front of the fountain) to read the inscription about Hades.
- Click *very carefully* on the Black Lotus flower floating in the fountain to take it. (If you click on the water instead, you drown.)
- Drop a coin in the fountain. Listen to the dark destiny the Sybil proclaims. When she's finished, she leaves a ceramic plate on the ground—your Proof of Destiny.



- The Sybil will repeat your destiny each time you toss a gold coin in the fountain.
- Take the Proof of Destiny.
- Use your Mystic Magnet to teleport back to your room. (Or fly the balloon back to Silmaria, if you want. It's a handy means of transportation, although you can win without it.)

Figure 2-72 *Don't miss the ceramic plate the Sybil leaves behind. This is your Proof of Destiny.*

Land Inn

Sleep until morning.

Day 14: The Rite of Courage

Boy, you're on a roll. The Sybil's Proof of Destiny makes you four for four in this rites thing. Maybe they can give you a *real* challenge this time. One worthy of a true hero.

Land Inn

- Arise and head downstairs for breakfast. Wow! A new paint job. And Wolfie sits at a nearby table, proud of his work.

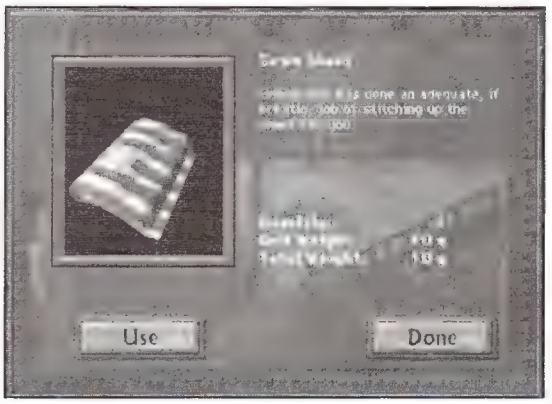


Figure 2-73 *Wolfie's paint job sure brightens up the Land Inn.*

- Talk to Ann. She's jazzed.
- Talk to Wolfie. He's proud.
- Head for the Hall of Kings.

Hall of Kings

Show the Proof of Destiny to the gate guard. This triggers a gathering in the Hall, where Logos announces your victory in the Rite of Destiny. After your usual rest, you return to hear Logos describe the next quest, the Rite of Courage.

Your new goal—enter the gates of Hades, find the River Styx, and return with its water. As part of the deal, you get to meet Cerberus, the fearsome three-headed dogbeast and guardian of the underworld.

It just keeps getting better, doesn't it?

Nob Hill (Bulletin Board)

Read the latest postings on the bulletin board: yet another Dragon Pillar has been destroyed. Sages say this could lead to the release of the legendary Dragon of Doom. Say, that doesn't sound too pleasant.

Wolfie's Artesan Stand

- Talk to Wolfie.
- If you're going to be scooping up river water, you'd better have something to scoop with. Buy three more amphorae from Wolfie.

Bank of Silmaria

Be sure you have about 500 drachmas in inventory for some miscellaneous purchases and boat rental fees. If you do already, skip this visit.

Marrak's Food Stand

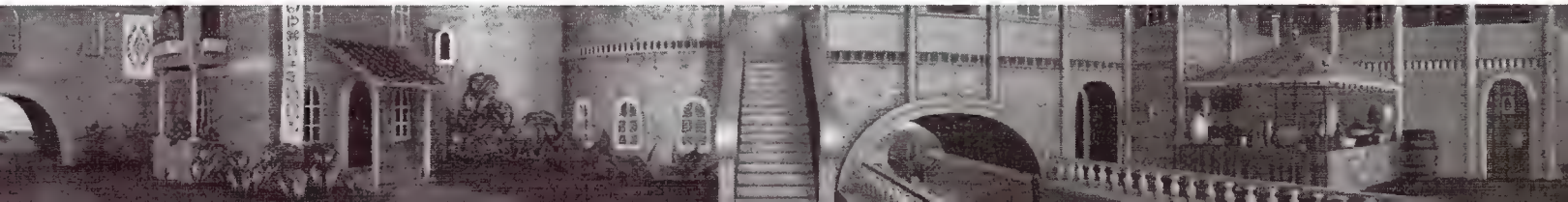
Important: Buy a pizza (either kind), some gyros, and a box of Sokolatak-ya from Marrak.

Apothecary Shop

- Talk to both Julanar and Salim. Both mention the waters of the River Lethe.
- Give Salim the Black Lotus.
- Restock your Healing and Stamina pills, if necessary. You'll need them where you're going.

FACS

- Talk to the Famous Adventurer to learn how to enter Hades.
- To expedite your departure, use your Mystic Magnets to teleport to your room, and then exit the town through the West Gate.



Overview Map

Head northwest across Marete to the horned-skull icon. (See figure 2-74.) It's just up the coast from Tinos, at the south base of Mount Draconis.

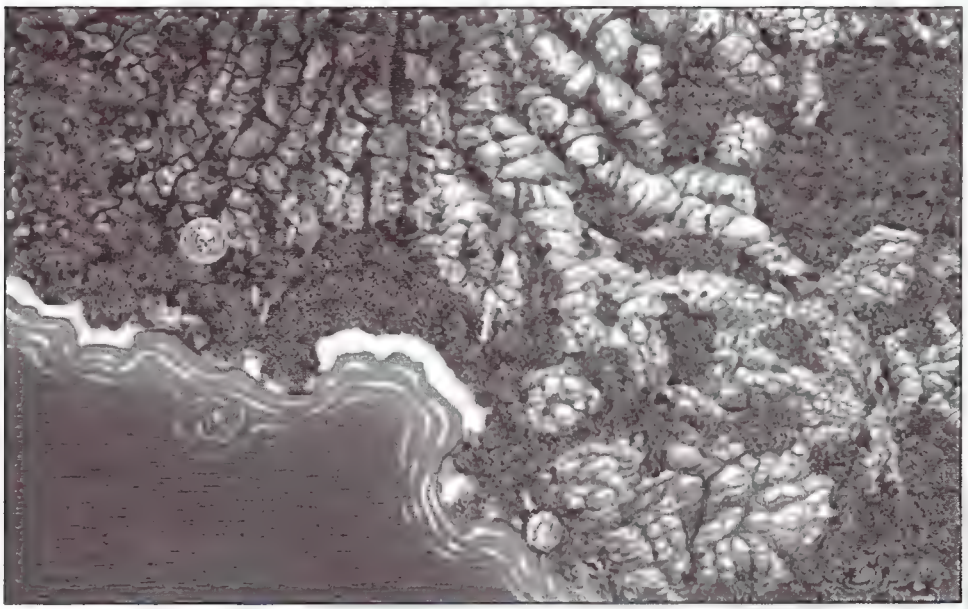
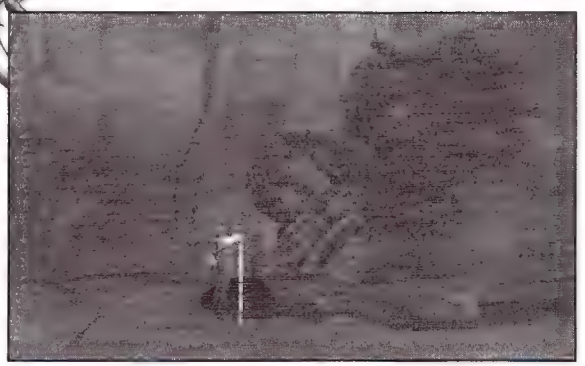


Figure 2-74 *Here's where you'll find the Gates of Hades. Look for the horned-skull icon on the southern slope of Mount Draconis.*

Dragon Pillar (Bloody)

- Note the corpse of the Silmarian guard lying in the stream. *Aha*—the mingling of water and blood.
- Use one of Wolfie's amphorae to get some of the fouled stream water.
- Walk to the far left, where it seems "the stream flows directly to the center of the earth from here."
- Pour the water from the amphora into the place where the stream flows into the ground. Earthquake!



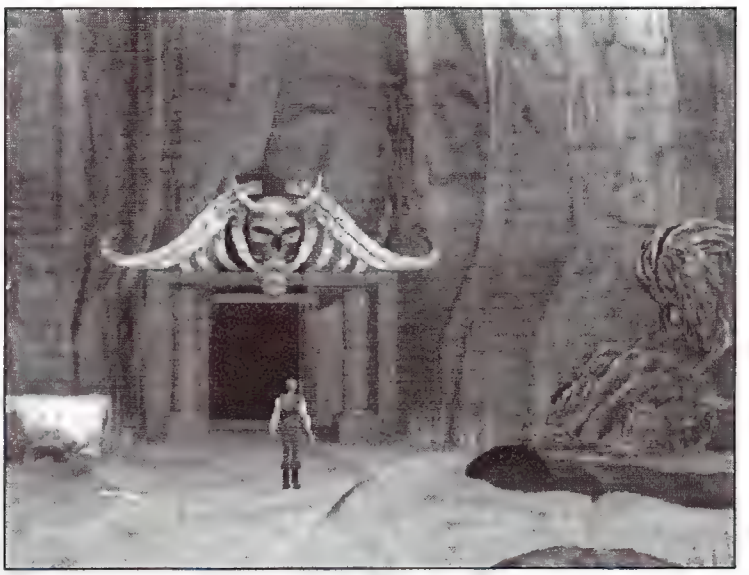


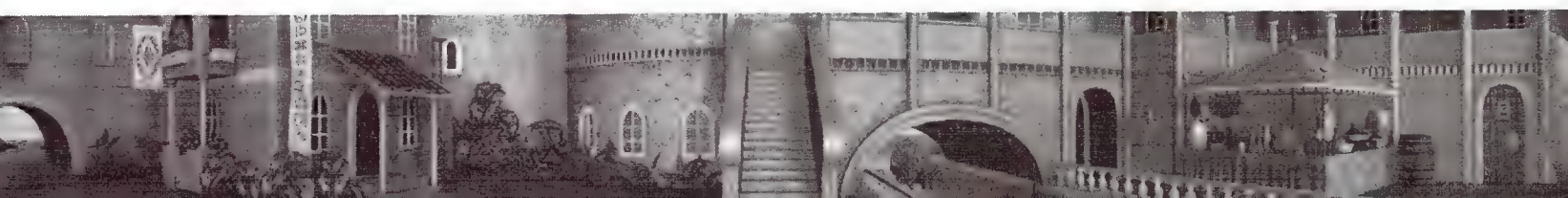
Figure 2-75 *Scoop some of the bloody water near the dead guard and pour it into where the stream flows underground to reveal a gate with a "guard dog."*

Gate to Hades

- Try to enter the gate. Cerberus emerges.
- If you talk to Cerberus and tell about yourself, it (they?) mentions a bribe. Let's see. What do dogs like?
- Bribe the first doghead with pizza.
- Bribe the second doghead with a gyro.
- Bribe the third doghead with Sokolatak-ya.
- Enter the gate.

Hades (Entry Cavern)

- Avoid the Manes, Shades, and Lemures by running to the right of the screen.
- When the path splits, follow the narrower right path, toward the front of the cavern.
- Continue under the arch and follow the twisting path. Eventually you come to a natural bridge.



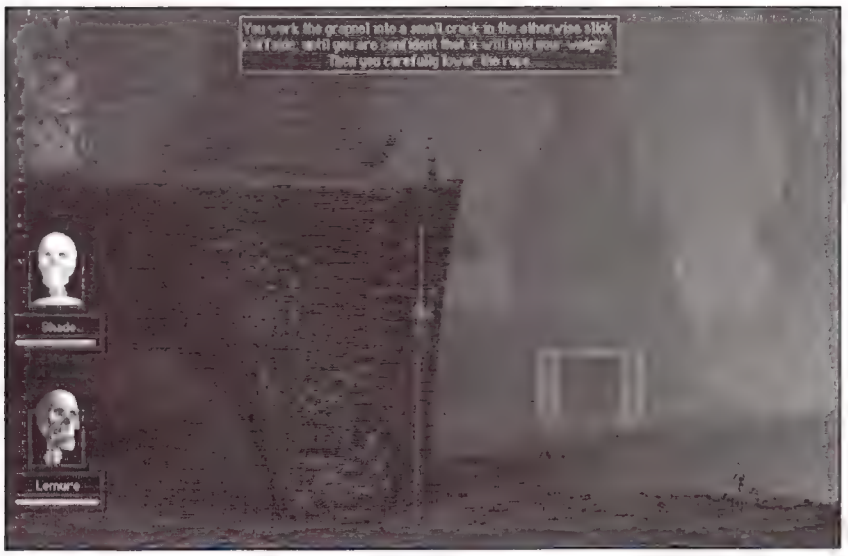


Figure 2-76 *Use your rope-and-grapnel to lower yourself down here from the natural bridge.*

- Run past the guard.
- Quickly click your rope-and-grapnel just under the lip of the bridge at the far right. Your hero climbs down to the lower level.
- Now run under the bridge and go through the doorway at the rear right of the cavern.

Hades (Dragon Skeleton Cavern)

Figure 2-77 *Run through the jaw of the dragon skeleton to reach the Three Rivers cavern.*

Sprint to the left of the screen, past the Manes and Lemure guards, and run down the length of the dragon skeleton, exiting through its jaws.

Hades (Three Rivers Cavern)

- Run past more Shades, Manes, and Lemures to another path fork.
- Follow the right-hand path (the lower path, near the bottom of the screen) and continue to the swirling whirlpool where the three rivers converge.
- Just left of the whirlpool are the thick, syrupy waters of the River Lethe. Click an empty amphora on the water to scoop up some of the river. It appears as "Lethe water" in your inventory.
- Continue to the right, just past the whirlpool, to the River Styx. (Watch out for the guard who hovers in wait.)

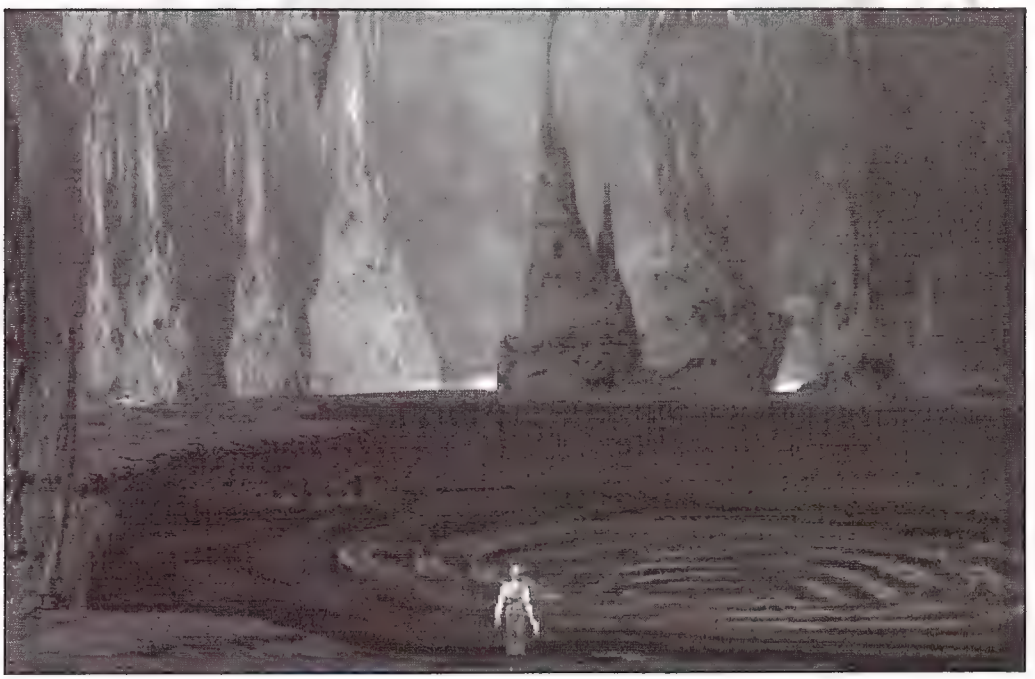
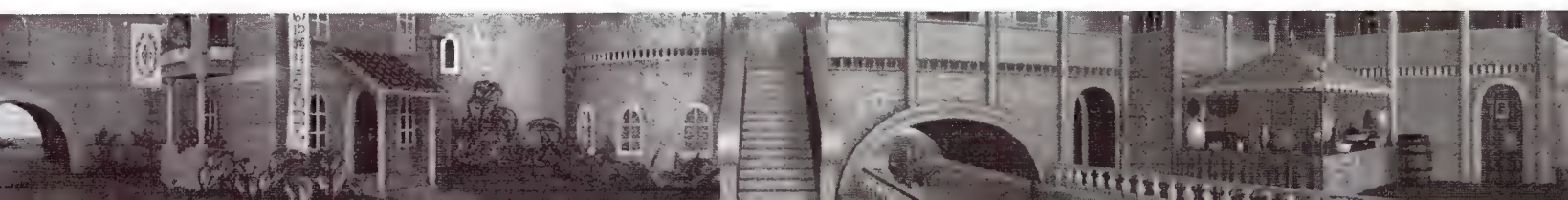


***Figure 2-78** Here's where you scoop up the River Lethe water.*



- Click another empty amphora on the river to get some "Styx water."
- Now run back around to the far side of the whirlpool.
- Follow the far path (at the back of the cavern) to the right.
- Continue along that path—it's a long, long run—until you approach the Halls of Hades and meet the Guardian.

Halls of Hades

- Listen to the Guardian of the Dead. You meet the souls of Erana and Katrina.
- Choose Katrina.
- Pay the price. After you're drained, Katrina asks you to meet her on the island known as Zante.

Now it's time to get the hell out. Unfortunately, your Mystic Magnets don't seem to work down here in Hades. Retrace your route all the way back to the Hades Gate and exit. When you step outside, another earthquake hits!

Hades Gate

The gate area transforms back to its original state. Now you can use your Mystic Magnets to return to your room.

Land Inn (Your Room)

- Take the candy box from the chair at far right. The chocolates smell suspiciously like "overripe fruit." Don't eat any!
- Regardless of how late it is, go to the Thieves Guild.

Thieves Guild

- Buy some Stealth Oil from Arestes. (You can't get into Atlantis without it.)
- Use your Mystic Magnets to return to your room, and then sleep until morning.

Figure 2-79 *Pick up some Stealth Oil from the Thieves Guild before you embark on the Rite of Peace.*

Day 15: The Rite of Peace

Events are unfolding rapidly. The Dragon Pillars are coming down, and the Dragon of Doom soon may be loosed upon the world.

Waste no time now. Go directly to the Hall of Kings. You must wrap up a few things before noon so you can catch a ride with Andre at the boat dock. (Unless, of course, you still have your gondola balloon for transport.)

Land Inn

On the way out, talk to Ann. She expresses jealousy about Elsa, who supposedly sent you the candygram. She also mentions the "big, big, really big guy" who delivered it. Know any really big guys?

Hall of Kings

Show the Styx water to the gate guards. This triggers the ceremony concluding the Rite of Courage. Logos announces the next quest, the Rite of Peace. The Atlantean sea people called Tritons have been attacking Silmarian craft for mysterious reasons. Logos calls on the contestants to speak with the Triton queen and forge a new alliance between Silmaria and Atlantis.

OK, you must make peace with somebody. Flowers always help in that circumstance, right? Hurry, though, because you also need a boat (if you don't have the gondola balloon), and Andre will shove off as usual at noon.

Apothecary Shop

- Important: Pick some flowers outside the shop.
- When you enter the shop, Salim says he's added the Black Lotus to his Poison Cure Pills, and now they work as an antidote to the assassin's rare poison. He swaps your old pills for his new ones automatically.
- Talk to both Julanar and Salim for more information on the lotus-enhanced poison-proof pills.
- Give the Lethe water to Salim. Julanar says it will help Erasmus and Shakra sleep properly, but won't bring them out of a coma.
- Give the odd-smelling box of chocolates (from your room) to Salim. You explain you think they're drugged. He promises to examine them and let you know what he learns.
- Stock up on potions and pills.

FACS

- Talk to the Famous Adventurer about all topics. Note that Hippolyta, the Triton queen, once called him "Silvertongue." He

indicates where you can find Atlantis—in the middle of Skyros Island—and notes its secret entrances. He also suggests flowers might go over big with the queen. Isn't it fortunate you just picked some?

- If you still have your gondola balloon, go to it now.
- If you don't have your balloon, exit and visit Andre at the boat dock. Get there before noon! And don't forget you need 50 drachmas for the boat rental.

NOTE

If you miss Andre and don't have the gondola balloon, don't worry. Your competitors Gort and Elsa won't reach Atlantis before you do. Just spend the rest of the day building your Swimming skill. Then sleep peacefully until morning and catch Andre at the boat dock early the next day.

Boat Dock (Andre)

Agree to rent Andre's boat to access the overview map. This costs 50 drachmas.

NOTE

Don't leave for Atlantis without some flowers for your encounter with the Triton queen.

Overview Map

Before you sweet-talk the Triton queen, you have other unfinished business. Remember where Katrina said to meet her? Sail (or fly) due east to Zante Island and walk onto the marble gateway icon. (See figure 2-80.)

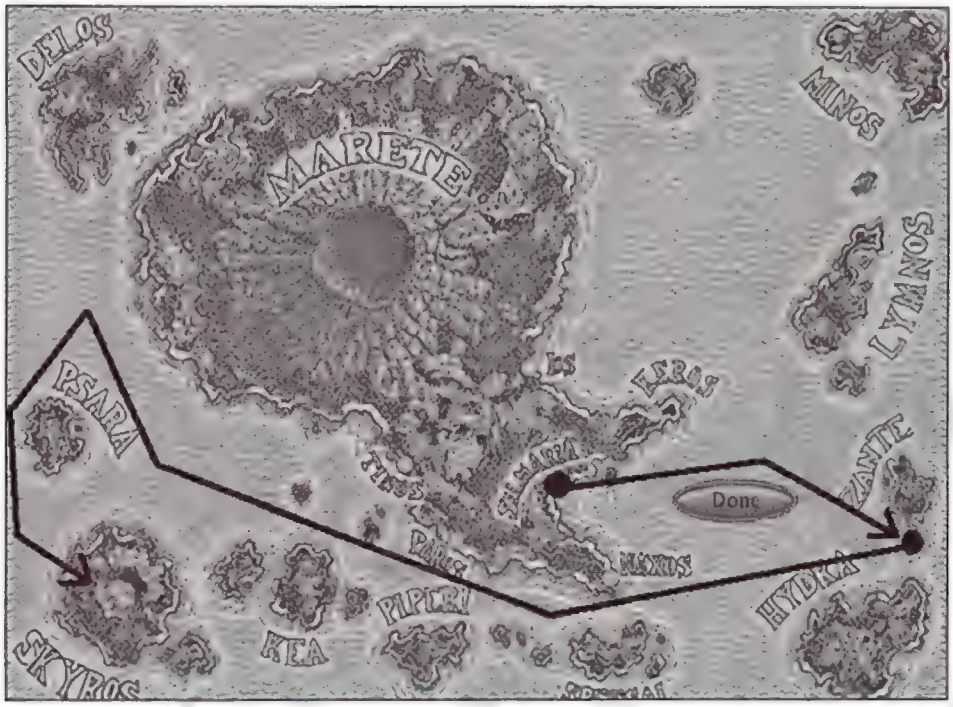


Figure 2-80 *Here are the routes to your Zante Island meeting with Katrina and subsequent trip to Skyros Island, the Triton stronghold. (If you travel via balloon, you can make a beeline to Skyros and ignore the detour around Psara.)*

Zante Island (Katrina's Retreat)

When you arrive on Katrina's enchanted island, your sense of time warps, darkness falls, and suddenly it's 8 p.m.

- Approach the marble gateway and knock on the door. Katrina appears.
- Talk to Katrina and discuss all topics. When you ask about Atlantis, she gives you a magical Water Breathing Amulet that lets you breathe water as naturally as air. As Salim would say, *Cool*!
- Return to the boat and click on it to reboard.

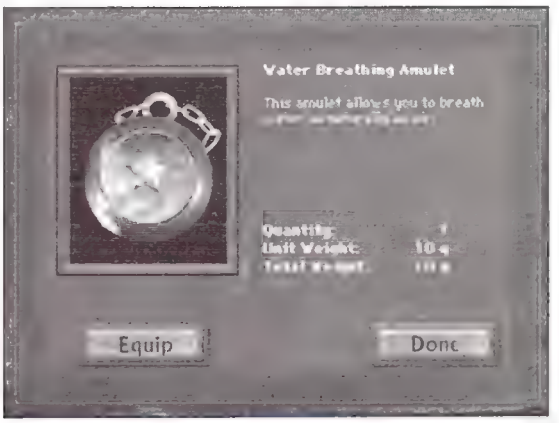


Figure 2-81 *Katrina's a tad edgy for someone you just rescued from Hades. But she does fork over this Water Breathing Amulet, without which you can't enter Atlantis.*

NOTE

When Katrina speaks of Mordavia and her "beloved Tanya," don't feel like you missed something. This refers to the events of *Quest for Glory IV: Shadows of Darkness*.

Overview Map

This next leg of the journey is quite long. Chances are good you'll reach Skyros Island well after midnight. If necessary, press C, select Rest, and then select Sleep to get a good eight-hour snooze.

Here's how to get to Skyros Island.

NOTE

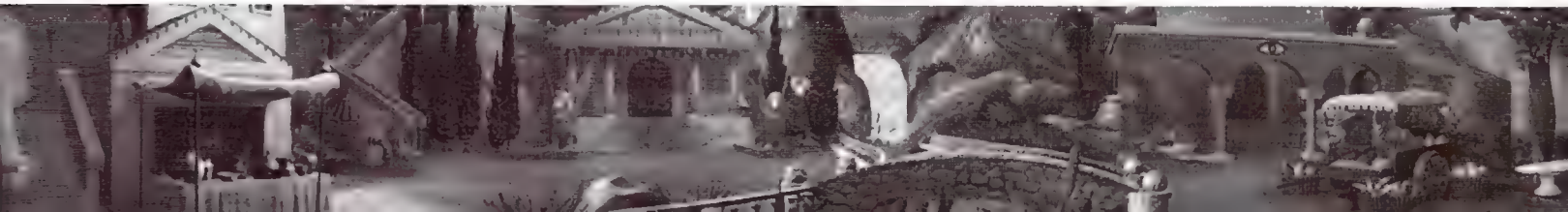
You can't approach Skyros Island by boat from the east. Hostile Triton patrols make those waters unsafe to sail.

- If you're flying the balloon, head due west directly for Skyros—the island with the lake in the middle—and skip the next two steps. If you're sailing with Andre, keep reading.
- Sail due west along the south coast of Marete.
- Circle around to the western side of Skyros and step ashore. (See figure 2-80.) Note that you must sail completely around the north side of Psara, and then come back south to Skyros.
- Walk across the island to the marble pillar icon on the east shore.
- Step onto the icon to take a swim.

Day 16: Meet the Triton Queen

Dock Entrance to Atlantis

- First things first. Equip your hero with the Water Breathing Amulet. Note that, despite this device, your Stamina rating slowly drops.
- Swim left to the ornate metal door leading into the strange tube-like construction.
- Click on the door and examine it. Aha! No lock, but there is a hinge.
- Use your Stealth Oil on the hinge to lubricate the hinge pin.
- Use your Acme Tool Kit on the hinge to loosen the pin.
- Use your Mystic Magnet on the hinge to pull the pin out and open the gate.
- When the door falls off, swim fast to the right of the screen. Get back to dry land before the Triton guards hurt you badly.



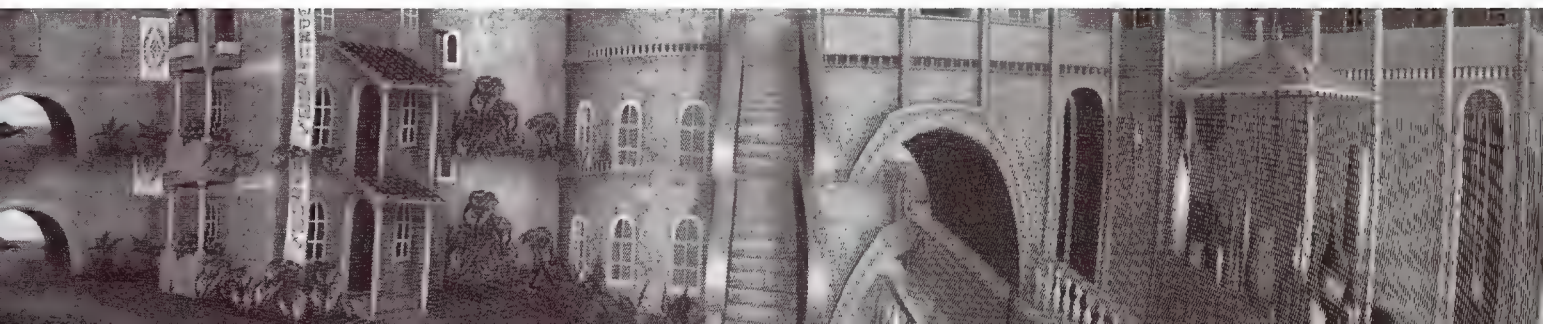
Overhead Map (Skyros Island)

Take stamina and healing items as necessary, and then walk back onto the pillar icon to dive back underwater.

Dock Entrance to Atlantis

- Approach the open entrance from the right. Swim slowly and carefully, trying to work close to the pair of Triton guards without being seen.
- Blackjack both Triton guards from behind, carefully, one at a time.
- Swim into the passage.

Figure 2-82 *A master Thief avoids combat whenever possible. After you open the door, try to stroke in behind the Triton guards and knock them silly with your blackjack.*



Atlantis (Main Entrance)

You enter a heavily guarded underwater courtyard. Many Triton warriors stand along the walls. But, hey, you're a sneaky Thief. Even your swimming is stealthy.

- Swim low to the right of the screen under the big patch of floating seaweed. Stick to the walls, out of sight of the Triton guards.
- Click on the third wall panel from the left. It opens and you swim through, reappearing through another opening. This allows you to avoid the Triton guard at the far right.
- Stay low and swim screen-right past a second patch of seaweed.
- When the camera angle changes, swim close to the wall. Stay low! Don't let those Triton guards up high see you.
- Follow the wall to the large building at the far end of the courtyard.
- Click on the second wall panel from the left, and then select Pick the Lock.

Figure 2-83 *That second panel from the left is a secret passage into the Triton throne room. Pick the lock to enter.*

Triton Queen's Throne Room

- Swim low and to either side, sticking close to the walls.
- Work all the way around the room until the Triton queen orders you to halt.
- Swim toward the queen and offer her flowers. This triggers a conversation with her.
- Talk to the queen. She gives you the Peace Statue.
- Use your Mystic Magnets to return to your room.

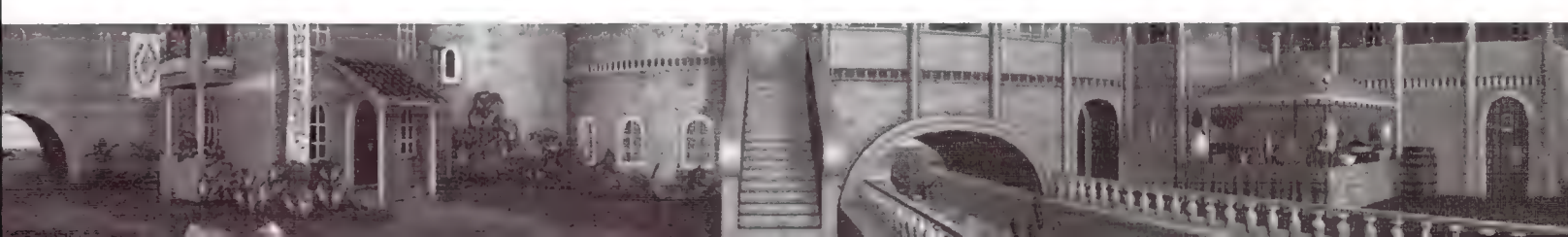
Land Inn (Your Room) (Elsa's First Visit)

You have the Peace Statue, so you've won the Rite of Peace. Thus, there's no hurry to reach the Hall of Kings; you can wait until morning. If you arrive home before dark, go out and build any weak skills until night. Then return to your room and sleep.

- When you try to sleep, Elsa appears. She tells you she believes Minos is the cause of the Silmarian problems.
- Talk to Elsa and discuss all topics. She has much of interest to say about Minos.
- When you say good-bye, Elsa leaves and you go back to sleep until morning.

Day 17: Off to Minos

Minos, eh? Makes sense, doesn't it? But until you or Elsa dig up proof, you'll have to go about your business as usual. Of course, being a hero, you're dying to investigate Minos Island. There it is on your map, tantalizingly close—just north of Marete. But you can't get there yet; Andre's boat won't make it. Sorry, you'll just have to wait for a friendly lift.



Resist the urge to run triumphantly with the Peace Statue to claim your victory in the Rite of Peace. The Blackbird's location will be revealed to you shortly. In the meantime, take care of some other errands and prepare for a surprise visit.

NOTE

In the Thief's Path, you must hold off on completing the Rite of Peace because it triggers the endgame. Instead, focus on a major side quest—obtaining the fabled Blackbird.

Weapon Shop

Purchase the Slasher Dagger, if you can afford it. Pholus is asking 2,000 drachmas, but you can bargain him down quite a bit.

Figure 2-84 *The Slasher Dagger is a truly fearsome little weapon, inflicting 5 points more damage than your Magic Dagger. But it's not cheap.*

Science Island

When you enter the institute, note that Gort isn't standing guard by the Secret Laboratory access panel upstairs. In fact, he's nowhere to be seen; nor is Dr. Pretorius. What to do now? (As if I need to ask.)

- Inside the institute, take the lift to the upper level.
- Click on the Secret Laboratory access panel.
- Enter your Secret Scientific Laboratory Access Code.

And what is that access code? It's the password you earned by successfully completing the Science Aptitude Test at the monitor inside the institute. *Quest for Glory V* assigns different passwords each time you start a new game, so I can't give you the answer here. (If you've forgotten your code, simply go back down to the main floor and click on the test monitor.) Once you enter the password, the wall lifts, revealing the Secret Laboratory.

- Talk to Dr. Pretorius. It appears scientists hold a big grudge against Wizards and seem to be responsible for the drugging of Erasmus and Shakra.
- Amusingly, you also learn Gort is now "completely waterproof" for his sojourn to Atlantis. Too late, Doc.
- Exit and return to the mainland.

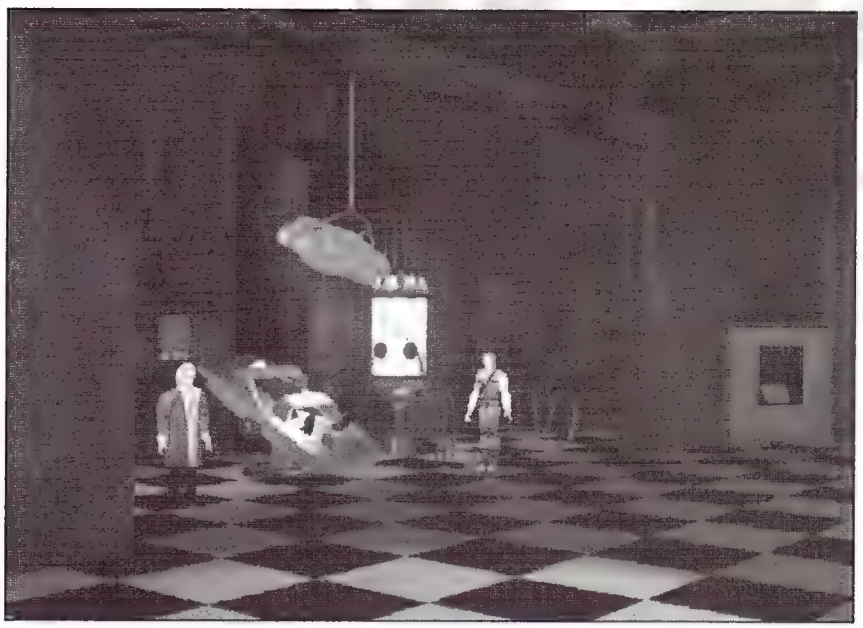


Figure 2-85 *The secret laboratory is where Gort gets "adjusted" when he starts getting too heroic. Could the good doctor(s) be behind the drugging of the Wizards Erasmus and Shakra?*

Around Silmaria

Now you have the rest of the daylight hours to kill. Don't squander them! Pick pockets to pad your depleted bankroll, stock up on health items, and practice any skills you haven't maxed out already.

- Try picking the pockets of your good friends—Marrak, Sarra, Wolfie, and so on. Watch that Honor rating drop right through the basement. Yes, sometimes being a Thief is just *way* too much fun.
- Return to your room in the early evening—after 7 p.m. or so.

TIP

Thieves need the highest Stealth rating they can get, so don't forget to reequip your Stealth Charm. It became inactive automatically when you equipped the Water Breathing Amulet in Atlantis.

Land Inn (Your Room) (Elsa's Second Visit)

- Have a meal and go up to your room.
- Important: Open the bureau drawer and take the spare bedsheet *before you sleep*. (You'll need this soon.)
- Go to sleep. Guess who returns for another visit?

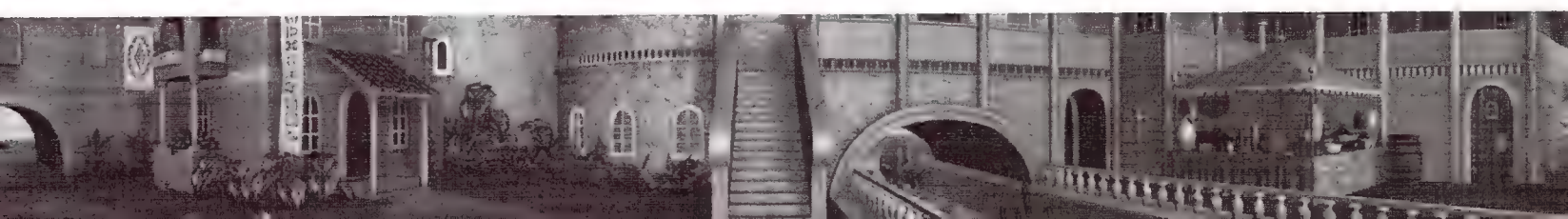
Elsa has learned from Arestes that you seek the Blackbird. Now's your chance! Turns out Elsa had the bird, but gave it to Minos, who now keeps it in his personal treasury. Elsa suggests you steal the Blackbird while she snoops for evidence of Minos's guilt. What a team!

Elsa smuggles you aboard Minos's personal ship and sails for Minos Island. The trip takes a full day; you should arrive well after dark the evening of the next day. When you reach the island, you slip off the boat and wade ashore at the dock.

Day 18: Getting the Blackbird

Minos Island (Exterior)

- Save your game here! If Goon guards see you and sound the alarm, you can reload this game and try again rather than fight.
- Be sure your Stealth Charm is equipped.
- Be sure it's dark. If you arrive during daylight hours, wait until after 8 p.m.
- Press [K] and sneak up behind the first Goon guard. Again, this only works if it's dark.
- Blackjack the Goon—that is, click the blackjack on his head.
- Sneak across the foreground, hiding behind the rocks.
- Continue sneaking to the left side of the fortress.
- Go up the path that ends under the dead white tree.
- Use your rope-and-grapnel on the dead tree. Your hero climbs to the next ledge.
- Sneak along the cliff line to the far right. Notice that it ends near the upper balcony of the fortress.
- Jump to the fortress battlement and then jump again, down to the upper balcony.
- Sneak up behind the guard and blackjack him.
- Sneak across the balcony to the door.
- Pick the lock and enter the fortress.



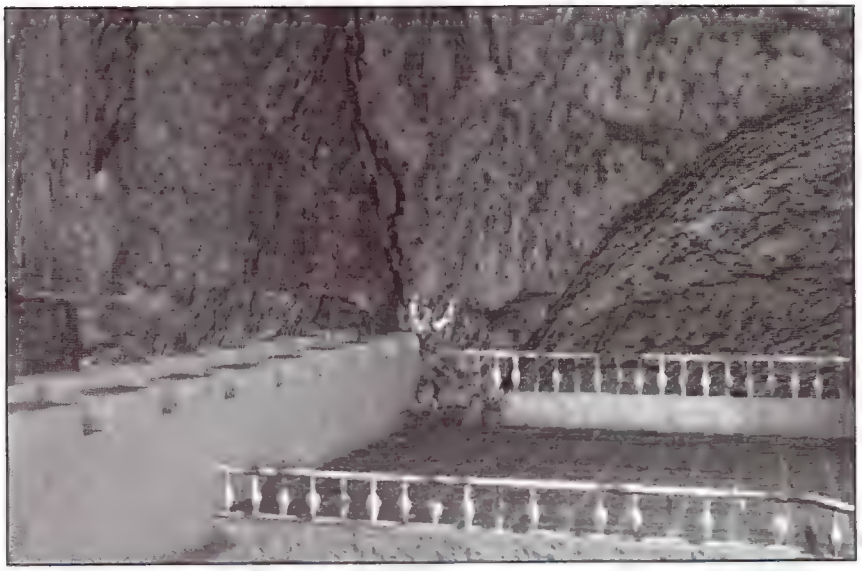


Figure 2-86 Work above and behind Minos's fortress. Jump from the rear cliff to the battlement, and then jump again down to the roof.

Minos Palace

The interior of the fortress is a fabulously decorated palace befitting a man of great wealth. Of course, such wealth and treasure is heavily guarded. Being a Thief, you must avoid detection if you can.

- Save your game again.
- Sneak down the stairs and blackjack the Goon guard at the foot of the stairs.
- Sneak down to the main floor.
- Sneak along the wall, following it around to the door behind the hanging tapestry on the left side of the room.
- Wait until the Goon guard patrolling on the upper level turns to march toward the far wall, and then use your rope-and-grapnel on the balustrade above the door to climb up. (See figure 2-87.)
- Quickly, before the patrolling Goon turns back and sees you, go through the upper left door to enter the Treasury.

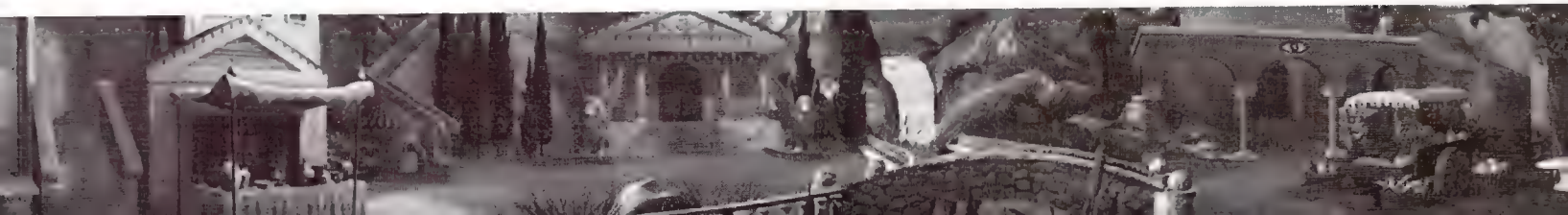


Figure 2-87 *When the patrolling Goon turns his back, toss your rope-and-grapnel to the balustrade above and shinny up.*

Minos Treasury

- If the Minos alarm hasn't been sounded yet, you're a darn good Thief. Sneak up and blackjack any Treasury guards, if you can.
- Lock the door.
- Steal the Winged Lion Statue sitting on the desk in the foreground.
- See the strange statue on the ledge over the middle alcove in the left wall? It's magic and very valuable. (See figure 2-88.) Use your rope-and-grapnel to climb to the ledge, but *don't touch the statue*!
- Use the spare sheet you took from your bedroom drawer to wrap up the Magic Statue.
- Descend the rope.

Figure 2-88 Climb to this ledge with rope-and-grapnel, and then use your spare sheet to wrap up the deadly magic statue.

- Click on the farthest alcove on the right-hand wall. Select Examine the Alcove to learn it contains only an ebony statue. The Blackbird!
- Disarm the trap.
- Take the Blackbird. An alarm sounds! Somebody's banging on the locked doors!
- Quickly, use your Mystic Magnets to teleport back to your room.

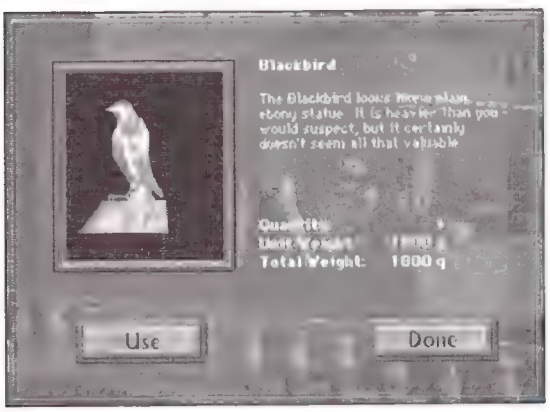


Figure 2-89 You got it! The Blackbird!

Land Inn (Your Room)

Unload excess stuff into your storage trunk, and then sleep until morning.

Day 20: Deliver the Blackbird

The Blackbird is undoubtedly worth a fortune. But a deal's a deal, and Gnome Ann's innkeeping days are numbered if you don't come through. But who says you can't do a little scheming on the side? Take all three statues stolen from the Minos Treasury when you set out this morning.

By the way, don't complete the Rite of Peace just yet. Finish up your Blackbird business first. The Tritons won't cause any trouble, and you have the Peace Statue.

Wolfie's Artesan Stand

Give the Blackbird to Wolfie. You automatically explain that you want a him to carve a replica.

Apothecary Shop

- Talk to Julanar and Salim to hear the good news about Erasmus and Shakra. Both are resting comfortably now, thanks to the Lethe water you provided. However, the mysterious drug still keeps them asleep.
- Before you go, be sure you're well stocked with healing and stamina items.
- Be sure you have about five bottles of Poison Cure Pills and one bottle of Fire Proofing Potion.

Now go out and practice skills for awhile. Don't let the time slip past 5 p.m.! You want to get the Blackbird back from Wolfie, who closes his Artesan Stand at that time.

Wolfie's Artesan Stand (before 5 P.M.)

- Talk to Wolfie. When you ask about the Blackbird, he returns the real Blackbird to you.
- Buy the Imitation Blackbird from Wolfie.

Thieves Guild (after 6 P.M.)

- Show the real Blackbird to Arestes. He winks and writes something in his logbook.
- Sell the Winged Lion Statue to Arestes.
- Sell the Magic Statue to Arestes.
- You should have Stealth Oil already, but if you don't, buy some now.

The Dead Parrot Inn

- Show the real Blackbird to Nawar. She suggests you trick Ferrari.
- Offer the Hera's Ring to Nawar. Before she can marry you, she says you must challenge Abdull, the huge guard outside the Inn. She adds that she'd "like to watch." What a fun gal!
- Go upstairs and give the real Blackbird to Ferrari. He's most happy, and gives you the deed to the Gnome Inn.
- Go outside and fight Abdull. First, however, you must equip yourself with a weapon, approach him, and press F to attack. (You can't just click on him to attack.) Fortunately, a Silmarian guard breaks up the fracas.
- Now go back inside and offer the Hera's Ring to Nawar again.
- Use the Mystic Magnets to teleport back to your room.

Land Inn

- If it's before midnight, go downstairs and give the deed to Gnome Ann.
- Give her the Magic Seeds (from Julanar).
- Return to your room and sleep until morning.

Day 21: The Big Bird Switch

Ferrari has his precious Blackbird. But you have a very passable imitation bird, and, well, you're a Thief. Tonight would be a good night to make a little exchange. But first, it's time you claimed victory in the Rite of Peace.

Land Inn

Go downstairs and talk to Gnome Ann. She thanks you for your noble deed (a little pun there) and says she's whipped up a special meal for you. Oh boy.

Hall of Kings

Show the Peace Statue to the guards to trigger the completion ceremony for the Rite of Peace. First, Logos accuses Dr. Pretorius of drugging the Wizards Erasmus and Shakra, and disqualifies Gort from the competition. Then he lauds your victory and announces Gort's withdrawal from the competition. Now it's just Elsa and you. Do you trust her?

After your rest, you return to the Hall. Logos wisely notes that all the recent Silmarian calamities seem connected. Your final quest is to seek the root cause of all these terrible deeds. Who is the mastermind? Is it Minos?

This is the Rite of Justice.

CAUTION

After darkness falls today, at 8 p.m., stay away from the West Side of town until after your Ferrari heist! The assassin lies in wait.

FACS

Talk to the Famous Adventurer to learn more about the monstrous dragon, a legendary beast released by the Wizards of Atlantis eons ago. Only the Dragon Pillars can bind the dragon; thus, their systematic destruction threatens Marete, Atlantis, and perhaps all of civilization.

Around Silmaria

Now practice your skills until evening, but again, *avoid the West Side of town after dark*. Sneak and pick pockets and locks in the Town Square area until after 8 p.m., and then head up to Nob Hill. Time to give Ferrari the fake bird.

Nob Hill (after 8 P.M.)

Señor Ferrari's well-guarded house is next door to the Mediterranean-style mansion you burglarized before. You can't get into Ferrari's place directly, so pick the lock and break into the next-door mansion again after darkness falls at 8 p.m.

Mansion

- Be sure your Stealth Charm is equipped! Then press [K] to sneak.
- Climb the stairs and open the door at the top. You step out onto a balcony.

- Use your rope-and-grapnel to climb onto the lower roof.
- Use your rope-and-grapnel to climb onto the higher roof. You walk to the left edge of the higher roof automatically.
- Click on the small section of roof below the higher roof to jump down to that section.
- Jump down to the next lower section of roof and walk to its left edge. Again, be sure you're *sneaking* and that your Stealth Charm is equipped.
- Jump across to the roof of Ferrari's house.

Ferrari's House (Exterior)

Boy, those guards are big. They say the way to a man's heart is through his stomach. But another excellent way is directly through his breastbone with a scimitar. You want to avoid that route. Let's be really stealthy now, OK?

- Look at the three upper windows. Note that the bars on the middle one are rusty.
- Sneak up to the middle window and use your Stealth Oil on the window frame. Ah, the bars are loose now.
- Click on the window and select Use your Thief Toolkit to remove the bars and slip inside.

Ferrari's House (Interior)

Yes, there's a big ugly guard downstairs. Hear him snoring? A good stealthy Thief should be able to operate without waking the tired fellow. Keep sneaking!

- Press your left arrow button to slide over to the balcony.
- Sneak down the stairs.

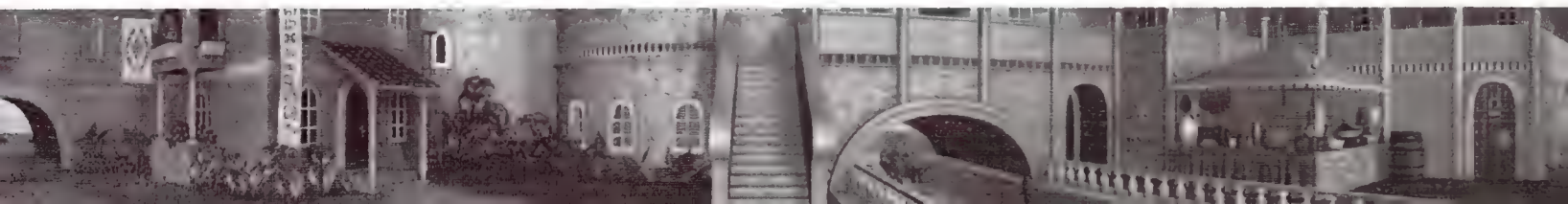


Figure 2-90 *After you break and enter Ferrari's house, push the table under the Blackbird and hop aboard. Then trade your imitation bird for the original.*

- Take the alabaster amphora from the small table in the middle of the room.
- Push the small table. Your hero moves it under the alcove above the door, where the Blackbird is on display.
- Climb atop the table.
- Use the Imitation Blackbird on the real Blackbird. Your hero makes the switch.
- Use your Mystic Magnets to teleport back to your room.

Land Inn (Elsa's Third Visit)

- Go to sleep. Guess who returns for yet *another* visit? Elsa says she's off to Minos Island to seek proof of Minos's involvement in the treacheries afflicting Silmaria.
- Talk to Elsa. She says Minos has the Prophecy Stone, which proves his guilt in the breaking of the Dragon Pillars.

- Tell Elsa to be careful. She appreciates the sentiment.
- When you say good-bye, Elsa slips out again and you sleep until morning.

Day 22: Face-to-Face with the Assassin

Tonight, finally, you face the dark assassin. Unless, of course, you're not ready, or you don't feel like it. In fact, you can avoid the assassin indefinitely by refusing to walk from the Docks to the West End after 6 p.m. But if you're following this walkthrough, you should be more than ready to trade blades with the killer.

Land Inn

Talk to Gnome Ann. Then go outside and check out the Inn's exterior. Flower power!

Around Silmaria (Before Dark)

Spend the day visiting and fighting. Talk to every merchant and friend to hear late-breaking rumors. Stock up on potions and pills at the Apothecary. If your Weapon skill is low, slip out the West Gate and wander near Silmaria, fighting bad guys for fun and profit. If you haven't purchased the Slasher Dagger yet, do so today.

The Dead Parrot Inn (After 5 p.m.)

- Go upstairs and talk to Ferrari. He's pretty smug about his home security system. Try not to laugh.
- After 7 p.m., walk to the West Side from the Docks.

West Side (from the Docks, after 7 P.M.)

- Be sure health and stamina items are in your Belt for easy access.
- Equip yourself with the Slasher Dagger and the Magic Leather Armor.
- Important: Take a Poison Cure Pill before you approach the bridge.
- Walk to the bridge. The assassin, tossing poisoned daggers, suddenly appears.
- Attack and kill the assassin.

This can be a tough fight. Take Healing Pills quickly and pop an occasional Poison Cure Pill. After you defeat Bruno, you pass out and end up before Logos in the Hall of Kings.

NOTE

If you consume no Poison Cure Pills, you'll probably die, even if you defeat Bruno in combat.

Hall of Kings

- When Logos asks for your suggestion on a course of action, select Trick Minos to Confess. After all, you are a Thief, well-schooled in the arts of deception.
- After you're escorted outside the gates, use the Mystic Magnets to teleport back to your room.

> **NOTE**
>
> **Note that you have one of Bruno's poisoned daggers in your inventory after you defeat him.**

Land Inn (Your Room)

Sleep for the night.

Day 23: Final Confrontation with Minos

A Silmarian guard pounds on the door, waking you. He automatically escorts you to the Hall of Kings, where both Logos and the infidel Minos await you.

Hall of Kings

After Logos speaks and asks you to name the enemy of Silmaria, tell Minos that the assassin confessed. This triggers his departure scene, and you're whisked off to Minos Island in a fast boat.

Minos Island

Sneak into the Minos Treasury as you did on your first trip here, when you stole the Blackbird. (See the steps for Day 18.) Note that more patrolling guards are posted this time, however. And when you enter the Treasury, Minos is waiting. He has a buddy, too—a powerful War Minotaur.

Minos Treasury

Hang on. Things happen fast here. Minos stands above you, taunting you from the balcony. Elsa is imprisoned in the far-right alcove. Her own thief kit (the game calls it an "Interesting Toolkit") sits on the desk in the foreground.

- Sprint to the toolkit on the desk, grab it, and give it to Elsa. She'll free herself from the alcove.
- Battle the Goon guards. Elsa will help you once she retrieves her sword.
- Help Elsa kill the War Minotaur. (Best tactic—let Elsa do the infighting while you throw daggers or rocks at the beast.) The Minotaur's defeat triggers a desperate maneuver by Minos, who shatters the Prophecy Stone and releases the dragon!
- Quickly do the following! You don't have much time!
- Search Minos's body.
- Search the War Minotaur to get its Minotaur Ax.
- Click on the alcove indicated by Elsa—the one farthest back on the left side.
- Get a pencil and paper ready. Disarm the trap.

More easily said than done, of course. This is a killer trap. You see each Greek figure only once, and then the timer kicks in. And you must make seven correct selections, with only two errors allowed. Tough! But you can do it. You're a *hero*, by Jove.

Once you disarm the trap and clean out the alcove, Katrina—or Erana, if you rescued her from Hades, instead—suddenly appears. The Wizardess brings bad news: the dragon is risen. Then she teleports to the Dragon Blood Pool with you and Elsa.

Endgame (Dragon Blood Pool)

That's a *big* red lizard, and it's angry. Toro and Gort join the party. Now what? After Gort makes his brief statement, move quickly!

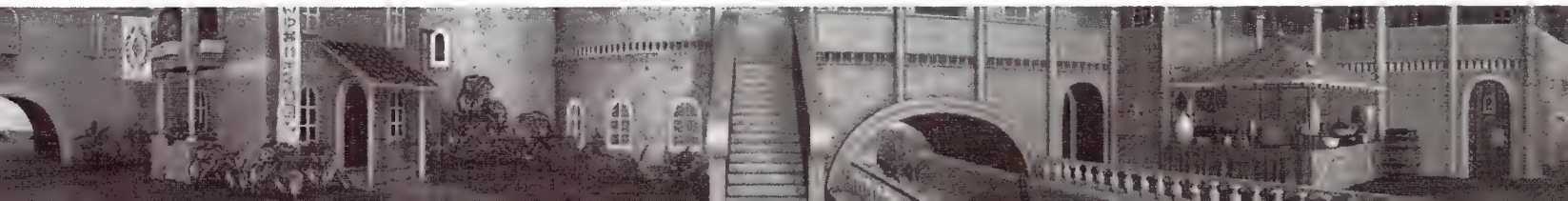
> NOTE
>
> **What follows is the optimal endgame sequence for this particular Thief's Path, in which you released Katrina's soul from Hades and got engaged to Nawar. Note, however, that different endings are possible if you made different choices in Hades or in your courting of women. For more on this, see Appendix A, "Endgame Scenarios."**

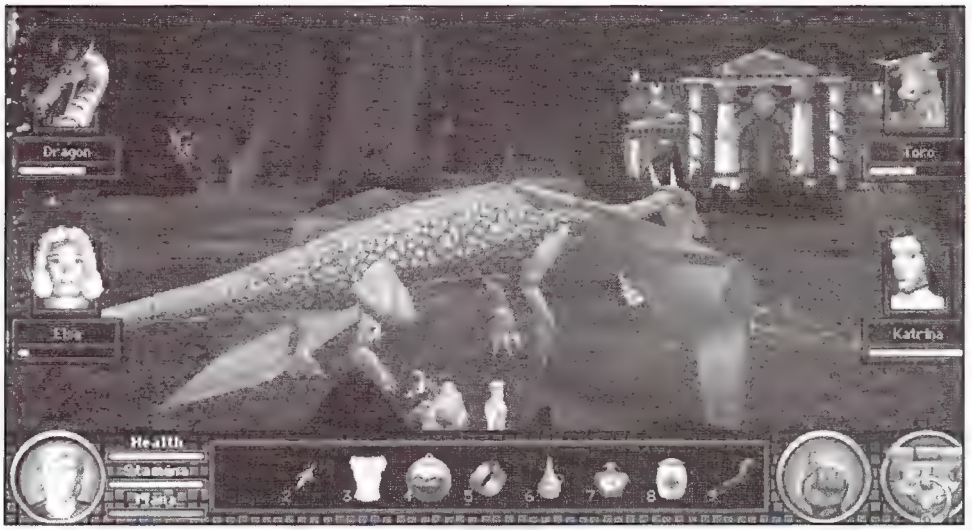
There are three separate actions to perform in order to defeat the Dragon of Doom. They are as follows:

- First, repair the Dragon Pillar.
- Second, offer a sacrificial victim.
- Third, defeat the dragon in combat.

Here's how Thieves should accomplish these three tasks:

- After Gort speaks, click the Minotaur Ax on Toro to give it to him.
- Click on Toro again and ask him to help fix the pillar.
- Click on Gort and ask him to help fix the pillar.
- When both Gort and Toro are pushing the Dragon Pillar, click on the pillar to help them. The three of you fix the pillar.
- Click on Gort again and ask him to sacrifice himself. Gort heroically accepts, plants himself before the dragon, and soon gets toasted.





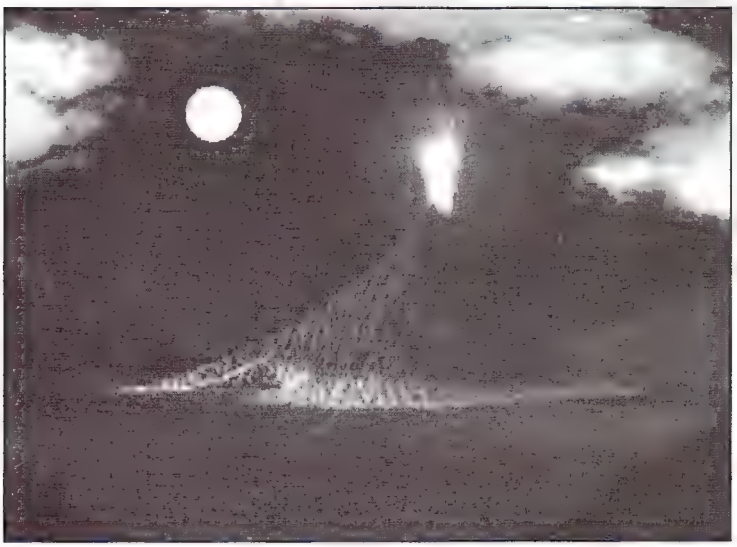


Figure 2-91 *The exact course of your Thief's final battle depends on the choices you made earlier. But when you win, the dragon immolates itself in the volcano, never to rise again.*

Now the dragon breaks free, but can't escape the cave, and the battle shifts across the lava pool. All remaining members of the party attack the beast. Your Thief's primary job here is to keep himself alive. However, if you've developed your Magic skill, you can cast the First Aid Spell on injured members of your party.

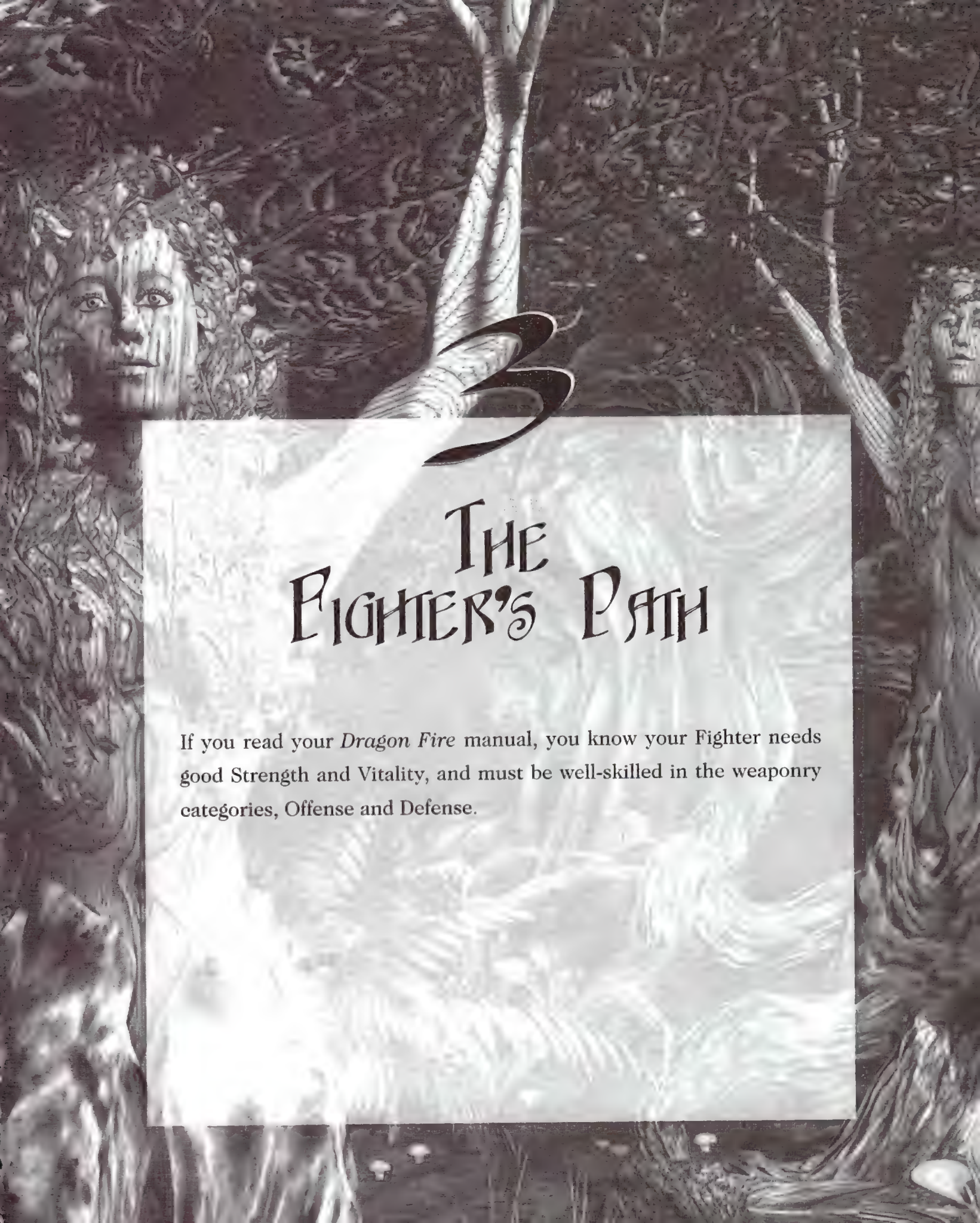
Eventually, Elsa, Toro, and Katrina will destroy the dragon. You've won! Only one final choice remains.

TIP

Thieves should use the Poisoned Dagger on the dragon. You not only harm the monster, but also earn 20 puzzle points.

Figure 2-92 *To be, or not to be? That is the question. Fortunately, all answers are correct by the time you reach this moment of triumph*

Figure 2-93 *A well-played game earns you the title of Chief Thief of Silmaria and, finally, a kiss from Nawar, your betrothed.*



3

The Fighter's Path

If you read your *Dragon Fire* manual, you know your Fighter needs good Strength and Vitality, and must be well-skilled in the weaponry categories, Offense and Defense.

Figure 3-1 *Here's a good opening distribution of Ability and Skill points for your Fighter. Add most of your bonus points to Strength and Vitality; boost your weaponry skills (Offense and Defense) a bit, too.*

FIGHTERS AND MONSTERS

To earn full puzzle points, Fighters must kill at least one monster from each monster species. Here's a quick list of the monster types in the game:

- **Species roaming by day or night include Roman Invaders, Goons, Granglers, Goremen/Boarmen (two variations of the same species), Bearmen, Cougarmen, Weirdings, and Dragonlings.**
- **Some creatures, such as the flying Homunculus, Batties, and undead Shades (escaped from Hades, apparently), roam only after dark.**
- **All undead creatures (Lemures, Shades, Manes) in Hades qualify as a single species.**
- **Underwater monsters include Salamanders, Remoras, and the dreaded Dragon Fish of Atlantis.**

NOTE

This is an optimal solution path, developed with the cooperation of the *Quest for Glory V: Dragon Fire* design team. This is by no means the only solution path through the game.

Day 1: Explore Silmaria

Nob Hill

You arrive in Silmaria in a magical gazebo topped by a spinning Wizard's hat. This portal to the House of Erasmus lies at the eastern end of the Nob Hill area, the seat of Silmarian power.

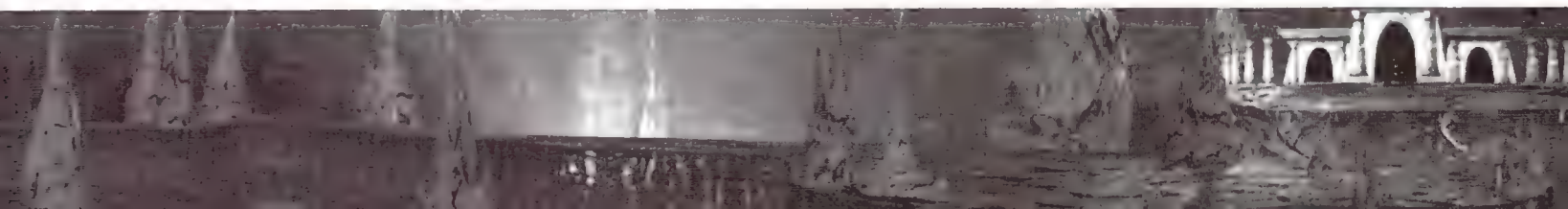
NOTE

For an overview of the Nob Hill area, see the map in Chapter 1, "General Tips."

Follow the path past the huge Arena and the massive Mediterranean-style mansion. Approach the guard gate outside the Hall of Kings. Click on the entrance. Your hero is automatically granted access to the Hall.

Hall of Kings

Approach the dais. Logos and Rakeesh greet you. When Logos finishes his greeting, talk to him. You learn that you need 1,000 drachmas, deposited in the Bank of Silmaria, to enter the Rites of Rulership. Your adopted father, the Sultan of Shapeir, already has contributed 300 drachmas



toward your entrance, and Rakeesh and Logos have chipped in 100 drachmas apiece. So you need scrape up only another 500 yourself.

Talk to Rakeesh. He says you can find him during the day basking in the sun near the Arena.

Arena

Talk to Ferrari, the hefty gentleman in the blue hat, and discuss all topics. He seems eager to have you participate in gladiatorial combat. Exit and go left past the Arena to the sunning rock.

***Figure 3-2** Meet Señor Ferrari in the Arena. He'd love to see you wallow in the brutality of the gladiatorial competition.*

Nob Hill (Sunning Rock)

Click on Rakeesh. He gives you the Katta Pin. Talk to Rakeesh. He'll tell you about an invading army of Hesperian Mercenaries on Marete, among

other things. Head southwest to the bulletin board and read the postings. (This is something you should do regularly.) Go through the passageway arch to the Town Square.

Town Square

This is the commercial center of Silmaria. Approach the building with the winged lion statues, just to the right of the stairs—the Bank of Silmaria.

> **NOTE**
>
> **For a look at the Town Square layout, see the map in Chapter 1.**

Bank of Silmaria

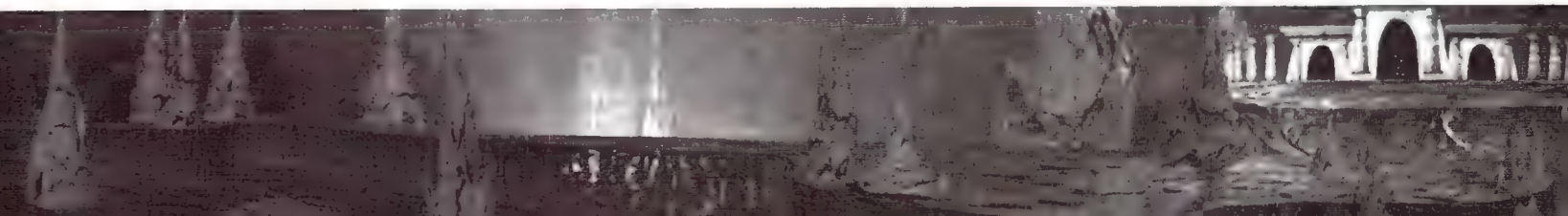
Talk to Sam the Banker. He recognizes you and confirms the existence of your savings account.

Town Square

Cross the aqueduct and approach the food merchant's cart. Talk to Marrak, the Katta juggling bananas. He describes the town's layout in great detail. Purchase some fruit. I suggest 20 drachmas' worth. Go through the archway just right of Marrak's Food Stand to the Docks area.

Docks (Weapon Shop)

Talk to Pholus the Weaponsmith. Bargain for some throwing spears. (Buy five.) Continue east up the hill and enter the Famous Adventurer's Correspondence School (FACS).



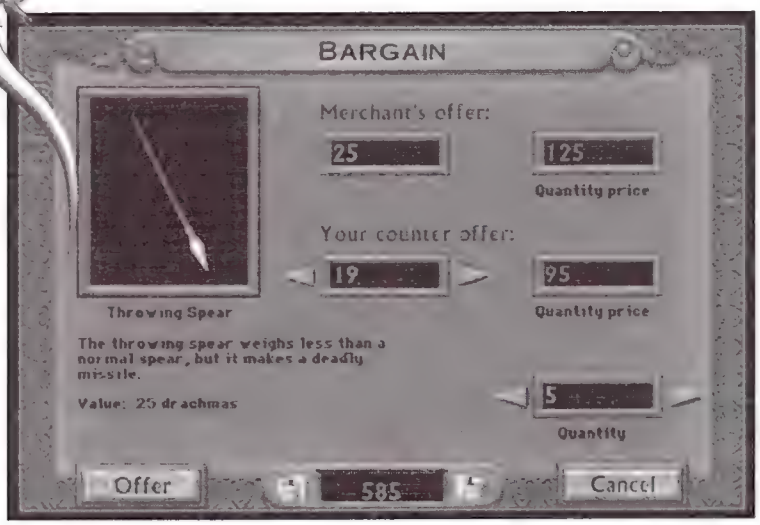


Figure 3-3 Always make a counteroffer for any weapon you purchase from the Weaponsmith.

Famous Adventurer's Correspondence School (FACS)

Talk to the Famous Adventurer. He seems a little low on energy, doesn't he? Click on the books stacked on the table in the right foreground.

Select Borrow a Swim Manual to get a *Handbook of Swimming*. (It appears in your Belt at the bottom of the screen.) Click the handbook on your hero. Your character "reads" it, gaining a basic idea of how to swim. (Press C to bring up your Character stats: you've accumulated 100 points worth of Swimming skill.)

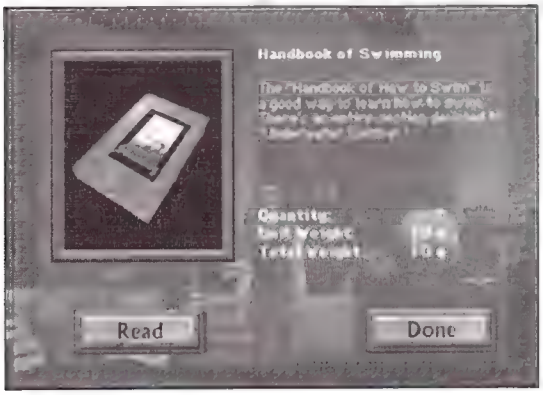


Figure 3-4 The Famous Adventurer has a good handbook on swimming. Read it to gain 100 points of Swimming skill.

Docks

Go down the hill to the rocky area. Click on the ground a few times to pick up loads of rocks. Before 5 p.m., throw rocks around to build your Strength and Throwing skills. Keep an eye on your Stamina rating. If it gets too low, rest for an hour. After 5 p.m., enter the Dead Parrot Inn (the building left of the Weapon Shop).

The Dead Parrot Inn

Talk to Arestes, the one-armed man sitting alone at the table on the main floor. Talk to Budar the Bartender; you also meet Nawar the Dancer. Buy two mugs of ale from Budar, and then offer one to her. She's impressed by your gallantry, and you gain some Honor points. Talk to Nawar. Offer a mug of ale to her, too. Cross the room to the right and climb the stairs to the balcony area.

Right Balcony

Try to talk to the man in the dark cloak sitting at the table near the top of the stairs. Jovial fellow, isn't he? Go left and click on the Silmaria Arena Combat Tote Board for a close-up. Bet 20 drachmas on Abdull, the Day 1 challenger. Go back downstairs, cross the room to the left, and climb the stairs (left foreground) to the smaller balcony.

Figure 3-5 *Place a 20-drachma bet on Abdull, the challenger. Odds are in his favor.*

Left Balcony

Talk to Ferrari and Ugarte. Exit the inn and return to the Arena on Nob Hill.

Arena

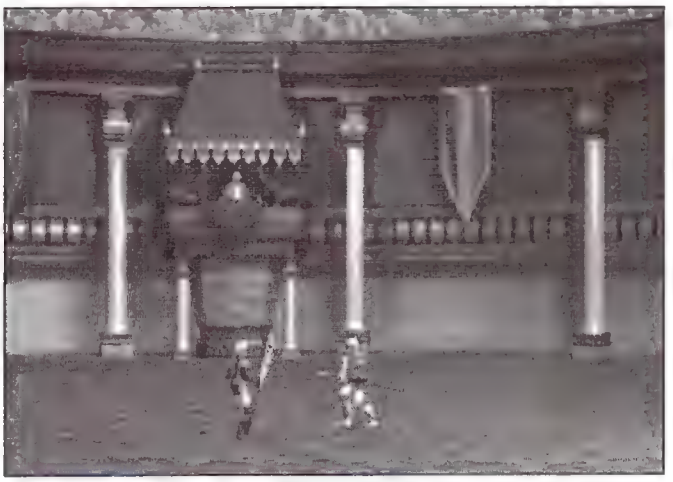


Figure 3-6 Here's why they call it "entertainment software." Watch the combatants whack each other senseless, and hope your guy wins.

Talk to Kokeeno Pookameeso, the helmeted Silmarian guard. Click your drachma icon on Abdull behind the counter. He takes your five-drachma admission fee. You enter automatically and view "tonight's spectacle of deadly combat."

The Dead Parrot Inn

Results of the day's Arena combat are posted at midnight. At midnight, go upstairs and check the Tote Board. Your winnings are added to your purse automatically; losses are subtracted automatically. Place 20 drachmas on Elsa in the Day 2 competition. Exit, climb the hill to the left of the Inn, and go through the archway to the West Side of town.

West Side

Cross the bridge and continue left past the guard barracks and west gate to Gnome Ann's Land Inn.

Gnome Ann's Land Inn (Downstairs)

Talk to Gnome Ann and introduce yourself. You learn that your room is paid up through the month. Click on the table to sit for a meal. Try to climb the stairs. Ann gives you a room key. Click on the rightmost upstairs door. Unlock the door to enter your room.

Land Inn (Your Room)

Click on the bed and sleep until morning.

Day 2: Visit Science Island

Rise and shine! After breakfast, start your day right with a little exercise. Exit the Inn and go through the nearby west gate.

Outside West Gate

Throw spears at the target. Here's how:

1. Click once on the throwing spear in your Belt window. The cursor becomes a targeting reticule.

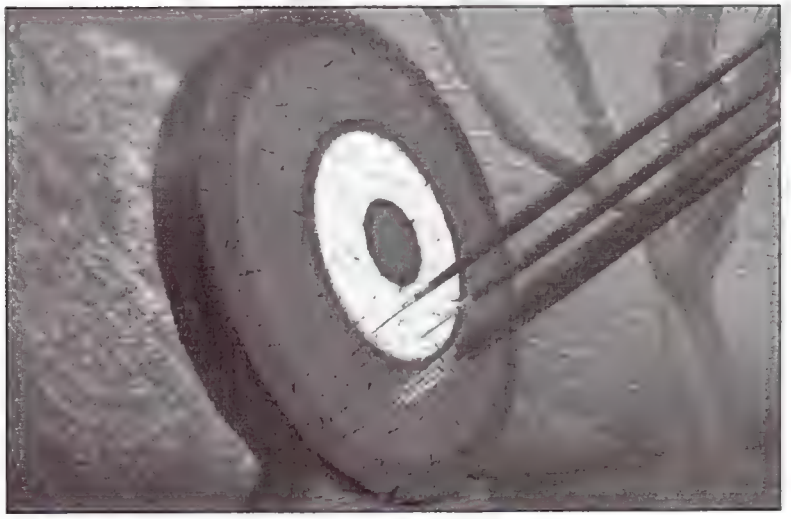


Figure 3-7 *Toss throwing spears at the bull's-eye outside the west gate. Then click on the target for a close-up and retrieve the weapons.*

2. Move the targeting reticule over the target bull's-eye.
3. Click to throw the spear.
4. When all throwing spears have been used, click on the target for a close-up.
5. In the target close-up, click on any throwing spears stuck in the target to retrieve them.
6. Exit the target close-up.
7. Pick up any stray spears lying on the ground or stuck in the nearby tree.

Repeat the foregoing process many times during your first days in Silmaria to build up your Throwing skill. Keep track of your Stamina; if it dips too low, eat some fruit or rest for an hour. Around 10 a.m., go back through the west gate into Silmaria, and then cross the bridge to the Adventurers Guild.

Adventurers Guild

Read the logbook near the door. Note the other adventurers here for the Rites of Rulership—Elsa von Spielburg, Magnum Opus, and Kokeeno Pookameeso. Sign the logbook. Read the postings on the bulletin board just above the logbook: the Apothecary wants Pegasus feathers. Also, Sarra the Bead Merchant seeks a lost wicker basket, last seen on a beach southwest of Silmaria.

Cross the room and talk to Toro the Guildmaster. Run the treadmill until your Stamina rating is low. If it's still before 11 a.m., you can sit in the nearby chair to recover some stamina. Note, however, that it takes an hour off the game clock. Exit and go to the Docks before noon.

Boat Dock

Andre, the sole remaining Silmarian fisherman, can be found mending his nets on his boat anytime before noon each day. Eventually, Andre and his boat will provide handy transportation. But for now, just get to know him better. Talk to Andre.

If you haven't already, pick up a few rocks from the foreground just right of the Weapon Shop. Go through the gate with the portcullis at the far right of the Docks area.

Pier (Gondola to Science Island)

Walk down to the pier. Pull the lever near the windmill. This engages the windmill gears, starting the motor and gondola. Click on the lever on the blue brake box (just right of the control hut) and select Use Force on Lever. The lever snaps off, splintered. (This is unavoidable.) Use a throwing spear (purchased at the Weapon Shop) on the blue brake box to create a makeshift brake lever. Pull the spear/lever to release the brake.

After the gondola makes the turn toward the pier, pull the spear/lever again to reset the brake and stop the gondola next to the pier. Hop into the gondola. Toss a rock or spear at the brake control box to release the brake. (You should nail it with one throw, particularly if you practiced your Throwing skill earlier.) The gondola ferries you to Science Island automatically.

Science Island

Hop out of the gondola. Click on the Science Academy Quiz display screen (on the wall between the enormous gear and the circular platform). Take the test. The answers are as follows:

2. To Discover the true Meaning of Life, the Universe, and Everything

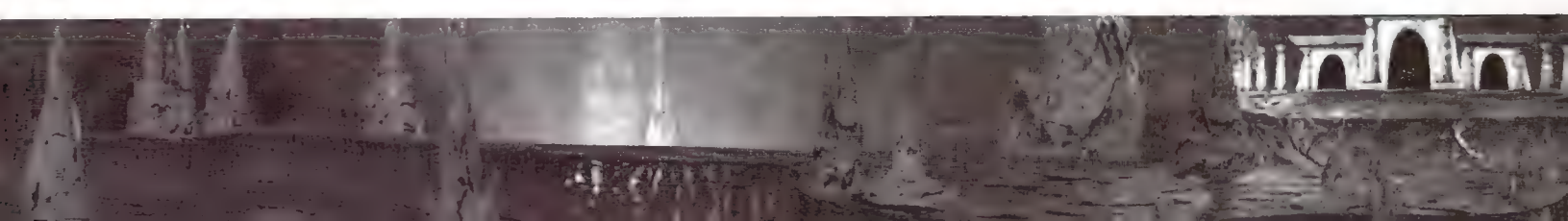
D. All of the Above

3. A diploma from the Academy of Science in Silmaria

D. All of the Above

1. Without Science, the world would be destroyed by ignorance and superstition!

When you answer the quiz questions correctly, the enormous gear rotates so the gap in the gear is at the bottom, providing an entrance into the Science Institute. Walk through the opening into the institute.



Science Institute

Cross the room and talk to Dr. Pretorius (sitting at the table). Discuss all topics to learn that his favorite pizza toppings are anchovies and artichokes. Note that he won't let you examine anything in the lab until you get serious about science. How can you prove yourself to him?

Cross the room and examine the pizza chart. Artichoke and anchovy again! Hmmm. Click on the screen next to the pizza chart to take the Science Aptitude Test. Here are the Fighter test answers:

B. The weak attractive force between objects

3. A chemical emitted by an organism in order to stimulate behavior in another organism of the same species

A. Any of the infinite objects that exist outside of this planet's atmosphere

3. A hypothetical particle that travels faster than light

B. A substance that provokes significant change or action

When you answer all five questions correctly, you earn a Secret Scientific Laboratory Access Code. Using this code you can enter the Secret Science Laboratory. Unfortunately, Gort, the big fellow upstairs, won't let you near the access panel. You'll have to wait until some later date when Gort is gone.

> **NOTE**
>
> **Because the Secret Scientific Laboratory Access Code changes from game to game, I can't give it to you here.**

Exit the lab and ride the gondola back to the pier. Hop out. If you tossed a throwing spear earlier to release the brake lever, pick it up now. Proceed to the Town Square.

Town Square (Marrak's Food Stand)

Purchase one artichoke pizza from Marrak. Wouldn't it be great if you had some *anchovies* to go with it? Purchase a couple of gyros, too. Go to the Magic Shop (the building with the big eye just behind Marrak's Food Stand).

Magic Shop

Enter and walk left of the raised platform at the back of the shop. The proprietor, Shakra sah Tarna, Liontaur and son of Rakeesh, appears and speaks. Talk to Shakra. You should be particularly interested in his description of Mystic Magnets. Don't those sound handy? Purchase a set of Mystic Magnets. (You get two magnets.)

Apothecary Shop

Talk to Julanar. When you say good-bye, note that she offers to heal you if you're ever injured. Talk to Salim. Buy 10 bottles of Healing Pills from Salim. If you try to buy Stamina Pills, you learn Salim can't make more until he has some Pegasus feathers.

Town Square (Sarra's Bead Stand)

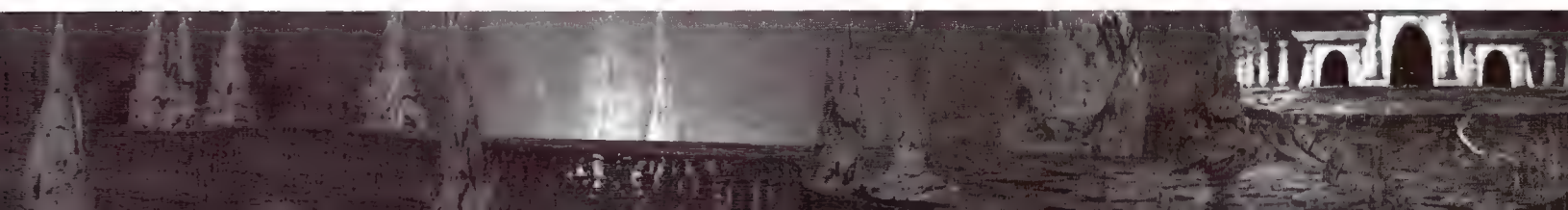
Cross the bridge and go to the Bead Stand run by Sarra, Marrak's wife. Talk to Sarra.

Town Square (Wolfie's Artesan Stand)

Go farther left to the Artesan Stand run by Wolfie the Canine. Talk to Wolfie. Purchase three amphorae and a map from Wolfie.

Around Silmaria

If you still have daylight hours, practice your various skills until evening. In particular, run the treadmill at the Adventurers Guild or toss rocks or



spears at the bull's-eye target outside the west gate. Anytime between 6 and 8 P.M., head for the Silmaria Arena.

> NOTE
>
> **The Arena opens at 6 o'clock each evening. The day's combat begins at 8 P.M.**

Figure 3-8 *Fighters should build Vitality on the Adventurers Guild treadmill, and boost Strength and Throwing skill by tossing rocks and spears.*

Arena

Pay your five drachmas and watch the combat.

The Dead Parrot Inn

Buy a mug of ale from the bartender. Go upstairs to the left balcony and talk to Ugarte, who sits alone. Give Ugarte the mug of ale. Go to the Tote Board and bet on Toro for Day 3 and Magnum for Day 4. Then click

Challenge and select Yes to pay the 100-drachma entry fee. Bet at least 50 drachmas on yourself in the Day 5 combat. After midnight, check the Tote Board to collect your winnings (or subtract your losses).

Land Inn (Your Room)

Go up to your room and place one of the two Mystic Magnets (purchased at the Magic Shop) in your bedroom's storage locker. Now, whenever you use the other Mystic Magnet on yourself, you'll travel back to your room at the inn instantly. Sleep until morning.

Day 3: Travel to the Pegasus Nest

The Apothecary's Stamina Pills are very, very good for you. But, again, if you try to purchase these from Salim, you learn he can't make more until he gets some Pegasus feathers. Let's take a little excursion north today, shall we? After a nice breakfast downstairs, head to Andre's boat in the Docks area.

Boat Dock (Andre)

Talk to Andre. Discuss all topics. In particular, ask about fishing, small fish, and then anchovies. Andre gives you some anchovies. Go up the hill to the FACS.

> NOTE
>
> **The FACS doesn't open until 9 A.M. If you get there before 9 A.M., throw a few rocks to kill time and build skills.**

FACS

Talk to the Famous Adventurer, noting his wistful reference to "taking a drink from the Hippocrene." When you tell him about yourself, he tells you about the Pegasus. He asks you to bring him some of the water from the Hippocrene stream near the Pegasus nest. Exit Silmaria through the west gate.

Outside West Gate

Pick up a few handfuls of rocks from the foreground. You'll need them as weapons soon. Equip yourself with the Chain Mail, shield, and sword. *Save your game*! Walk to the far right to access the overview map.

Map Overview

Head northwest up the coastline of Marete. Get ready for some serious combat with the likes of Weirdings, Dragonlings, Goons, Granglers, Goremen, Boarmen, and Cougarmen.

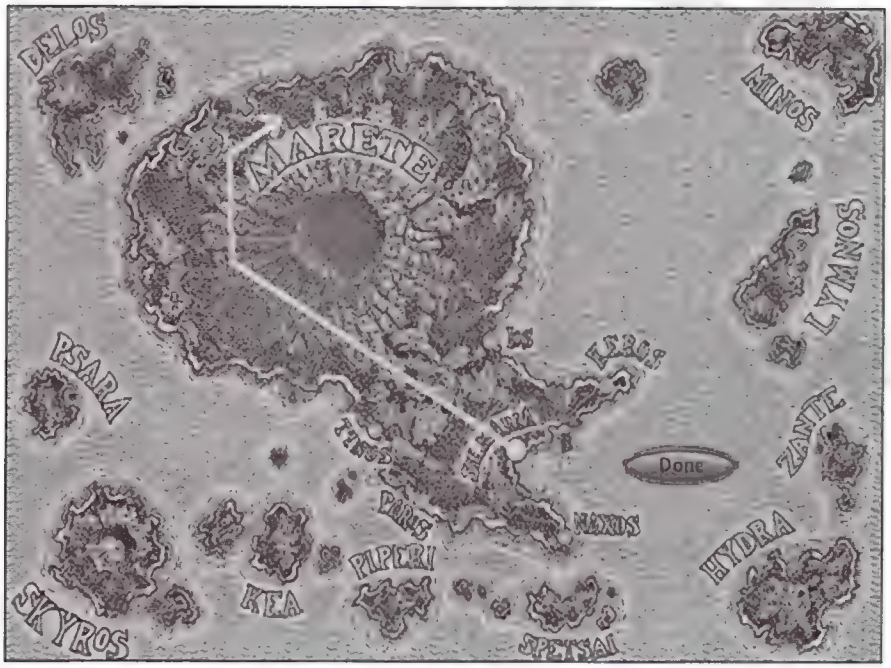


Figure 3-9 *From Silmaria, head northwest across the island of Marete. Monsters and wild men abound, so travel with your sword at the ready and Chain Mail armor equipped.*

TIP

When enemies attack, toss rocks or spears from a distance, and then switch to your sword for close-in combat.

Whenever you kill an attacker, remember to search its mangy, flea-bitten corpse for treasure or inventory items. If you get seriously wounded, take Healing Pills. When in doubt, retreat from combat. Eat a gyro if you get hungry. When you get sleepy late at night, press the C key to bring up the Character window, select Rest, and then select Sleep.

Day 4: Feathers from Pegasus Peaks

After a good night's sleep, go to the Pegasus nest in the northwest section of the island. To do so, walk your hero over the horse-head icon on the overview map.

Pegasus Nest

Walk to the bottom of the hill, and then walk screen right (south) around the far side of the peak. (The camera angle changes.) Approach the Hippocrene stream running in front of the peak. Click on it to take a refreshing drink. Fill *two* amphorae in the stream to get Hippocrene water.

NOTE

One amphora of Hippocrene water is for the Famous Adventurer. You'll use the other much later, but getting it now saves you a trip.

Figure 3-10 *Step aboard, toss rocks at that boulder above, and prepare for launch.*

Walk between the two peaks to the piece of wood lying across the rock. (See Fig. 3-10.) Step onto the lower end of the wood. Throw rocks at the boulder poised on the edge of the cliff above. The boulder falls onto the upper end of the wood, launching you onto the peak on the right.

Walk up the winding path until you're directly beneath the tree branch. Click on the tree branch. Your hero swings across to the Pegasus nest peak. Walk up the path to the nest. Take some feathers. (I suggest five handfuls, or 50 feathers. But don't get too greedy; Pegasus feathers weigh 15 quarks apiece—remarkably heavy, for feathers.)

If you neglected to get Hippocrene water before your climb, use Pegasus feathers on yourself. You spin safely down to the ground! But if you already have the Hippocrene water, simply use the Mystic Magnet to return to your room at the Inn.

Land Inn

You should arrive home with plenty of daylight to spare. Have one of Ann's always-interesting meals downstairs, and then go to the FACS. (If it's early evening, however, head for the Arena.)

FACS

Give the Hippocrene water to the Famous Adventurer. He asks you to come back after he's quaffed the fabled fluid.

Weapon Shop

Sell all weapons and armor scavenged from dead enemies to Pholus. Remember to bargain with him.

Apothecary Shop

Sell some of the Pegasus feathers to Salim, but keep at least one handful for yourself. Stock up on health items. First, buy 20 bottles of Stamina Pills. (Salim can make them now that he has Pegasus feathers.) Be sure you have at least 10 bottles of Healing Pills in inventory, too.

Adventurers Guild

Talk to Elsa von Spielburg. (Elsa is an old acquaintance from *Quest for Glory I: So You Want to be a Hero*.) Talk to Toro. He thinks highly of Elsa, his best friend.

Around Silmaria

If you still have daylight or early evening hours left, practice your skills—throwing rocks and spears, running on the treadmill—or slip out the west gate and go hunting to hone your combat skills and add more monster species to your conquest list. After 6 p.m., go to the Arena.

Arena

Watch the Day 4 combat between Kokeeno and Magnum Opus. Then head for the Dead Parrot for the big payoff.

The Dead Parrot Inn

Go upstairs to the Tote Board. You don't have to wait until midnight to collect or pay out on your Day 3 bet on Toro. (You were out of town chasing Pegasus feathers yesterday.) Then kill time until midnight. Talk to various people, swing your sword (by pushing F or G) to build Agility

and Offense, or go outside and throw rocks. At midnight, check the Tote Board again to collect or pay out on your Day 4 bet. Use your Mystic Magnets to teleport back to your room.

Land Inn (Your Room)

Sleep until morning.

Day 5: Stock Up on Supplies/Money

Today, take a full, leisurely day of practice and preparation for your first challenge in the Arena tonight. You also must build skills for the strenuous activities to come.

FACS

If it was too late to give the Hippocrene water to the Famous Adventurer when you returned from the Pegasus nest, do so now. Otherwise, click on the Famous Adventurer. In gratitude for yesterday's gift of Hippocrene water, he gives you a Magic Helm. Talk to the Famous Adventurer. He's truly a new man.

Figure 3-11 *The Famous Adventurer gives you a Magic Helm in exchange for your earlier gift of Hippocrene water.*

Town Square

Go to Marrak's Food Stand and purchase a pepperoni pizza.

Apothecary Shop

Take a jalapeño pepper from the bunch hanging lowest in the back of the shop. Be sure you're well-stocked with health items before you leave. You should have at least 20 bottles of Stamina Pills, 10 bottles of Healing Pills, and a few bottles of Poison Cure Pills in your inventory.

Boat Dock (Underwater)

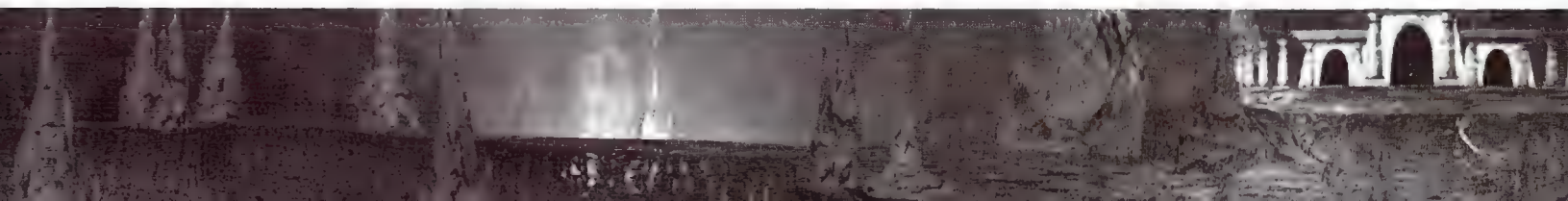
Click on the water beneath the dock to hop in. Swim awhile to build your Swimming skill. Don't wander too far from the underwater ladder, and keep an eye on your Stamina rating. When it gets low, pop a Stamina Pill or head straight for the ladder to resurface. Practice until 6 P.M.; then head for the Arena. You're the challenger tonight, remember?

Arena

Equip yourself with sword, shield, Chain Mail, and Magic Helm. Talk to Kokeeno. You enter the Arena automatically. Fight and defeat Kokeeno. After the fight, practice various skills until about 11 p.m., and then go to the Dead Parrot Inn.

The Dead Parrot Inn

Watch Nawar dance. Talk to Budar the Bartender. At midnight, check the Tote Board to collect your winnings. (You *did* bet on yourself, didn't you?) Place bets on Magnum for days 6 through 9. Select Challenge for Day 10, and then bet a healthy number of drachmas on yourself. Leave at least 1,000 drachmas in your account, however. You need that amount to enter the Rites of Rulership. Use the Mystic Magnet to return to your room at the Inn.



Land Inn (Your Room)

Sleep until morning.

Day 6: Practice, Practice, Practice

Before you jump into the Rites of Rulership and tackle the first quest, I recommend you spend one more full day building your skills and abilities as high as possible. In the process, you can obtain an important ingredient for a later puzzle. Rise, eat breakfast, and then head out of town through the west gate.

West Gate/Map Overview

Be sure you have a goodly number of rocks. If you don't, scoop up a few more from the foreground. Equip yourself with sword, shield, Chain Mail, and Magic Helm. Walk to the right to access the map overview. Follow the road north from Silmaria until you walk onto the red Dragon Pillar icon.

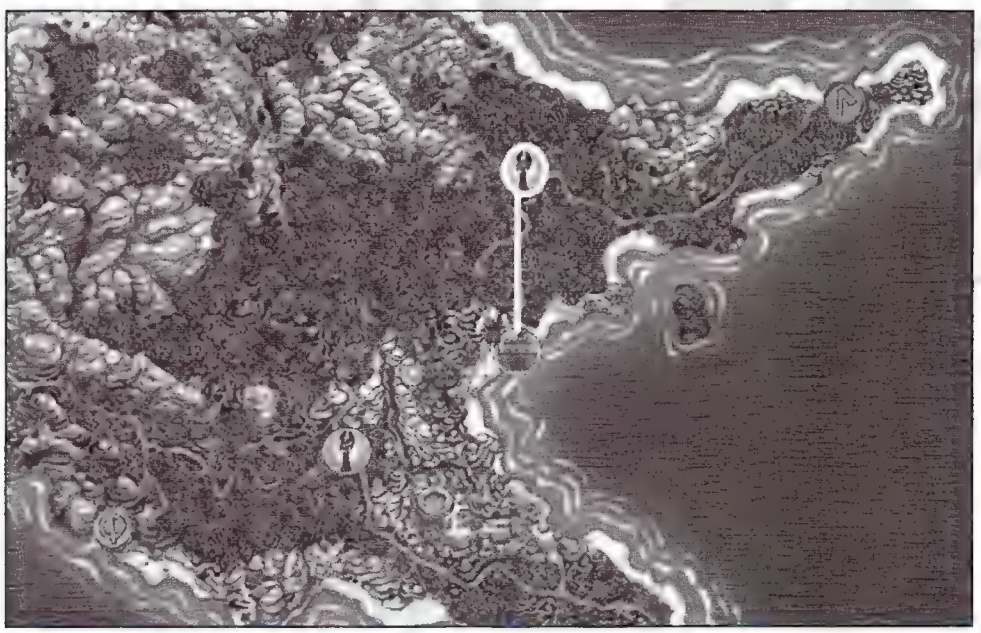
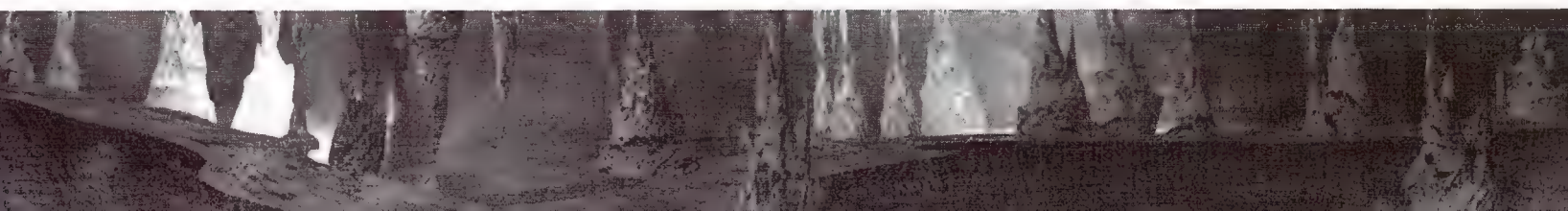


Figure 3-12 *Go directly north from Silmaria to the red Dragon Pillar icon*



Dragon Pillar (Beehive)

After you kill the bad guys and search their corpses, click on the nearby beehive to grab a big hunk of beeswax. Click on the Dragon Pillar to read the inscription, "This is the second of the Pillars that bind the Dragon of Doom. As long as this stands, the Dragon shall not again fly."

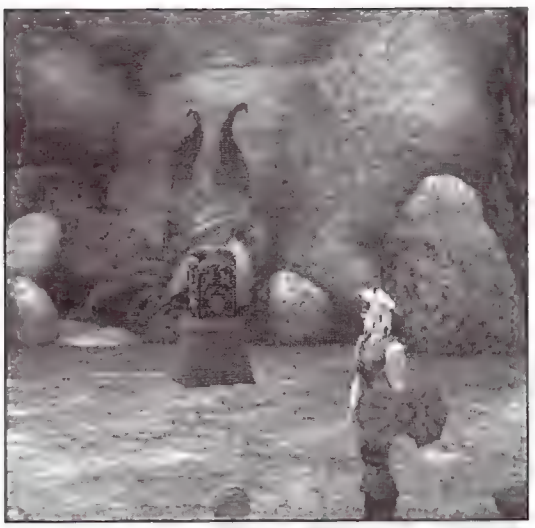


Figure 3-13 *Scoop a handful of beeswax out of that broken beehive.*

Around Marete Island

Wander north of Silmaria, fighting monsters until 4 p.m. or so. Then use your Mystic Magnets to teleport back to Silmaria.

> **NOTE**
>
> **To get full puzzle points, you must kill one monster from every major monster group. So wander widely, looking for different types of enemies in the various clearings.**

Adventurers Guild

Enter and talk to Magnum Opus to learn what a pompous blowhard he is. Check out the bulletin board. Salim wants rare flowers or plants for his poison antidote.

Weapon Shop

Sell any extra equipment you collected during your monster-hunting expedition. Buy at least 10 more throwing spears.

Science Island (after 6 p.m.)

Ride the gondola to the island and enter the Science Institute.

Science Institute (after 6 p.m.)

A different professor, Dr. Mobius, sits at the desk. (He takes the place of Dr. Pretorius after 6 p.m. every day.) Check out the pizza pie chart on the wall. Jalapeño and pepperoni! Talk to Dr. Mobius. In inventory, combine the pepperoni pizza (purchased at Marrak's Food Stand in Town Square) with the jalapeño peppers you got at the Apothecary Shop. You create a "P. & J. pizza."

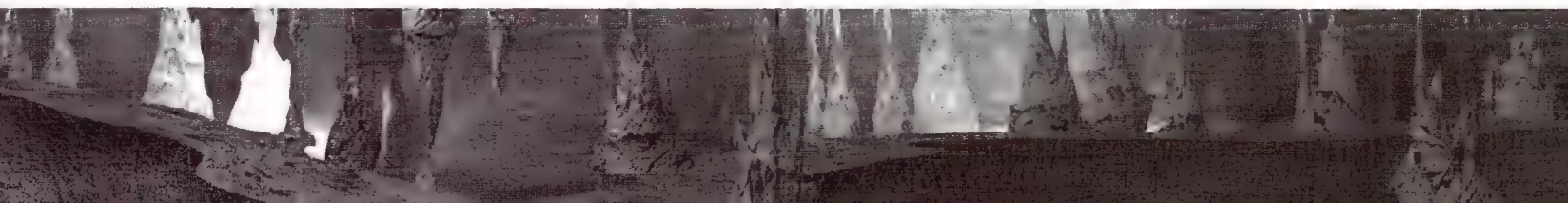
Give the P. & J. pizza to Dr. Mobius. Now you can walk around the lab and examine things, including that interesting "Flying Machine Prototype" hanging on the wall behind Mobius. Use the Mystic Magnets to teleport to your room at the Inn.

Land Inn (Your Room)

Head downstairs for a meal, and then go to the Dead Parrot Inn.

The Dead Parrot Inn

Click on Nawar and select Play the Wheel of Fortune. Play a few rounds. After midnight, check the Tote Board upstairs. Then step outside.



Docks (Outside the Dead Parrot Inn)

After midnight, Nawar waits on the balcony. Talk to her, and then use the Mystic Magnets to travel to your room at Land Inn.

Land Inn (Your Room)

Sleep until morning.

Day 7: The Rite of Freedom

At last—a chance to prove your true heroic worth. Waste no time. When you rise from slumber, grab some breakfast and head straight to the Bank.

Bank of Silmaria

Select Make a Transaction. Enter the King's Rite. Talk to the Banker. As Sam says, "The Hall of Kings awaits you, kid."

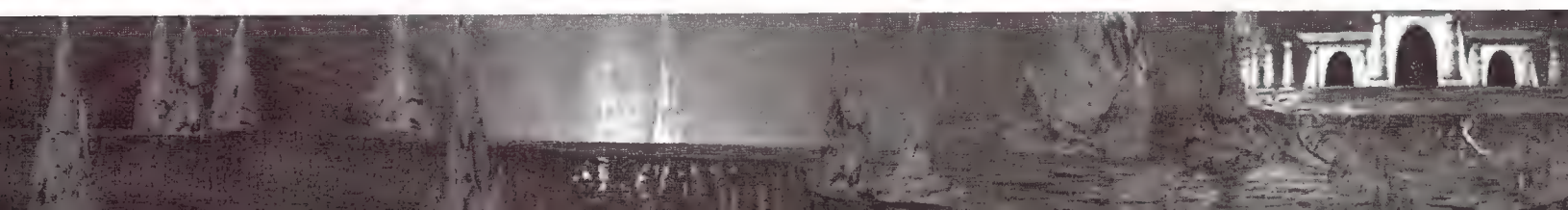
Hall of Kings

Click on the gate guard to enter. Your arrival triggers the opening ceremony of the Rites of Rulership. The first quest is the Rite of Freedom. Each contender must free a Marete Island fishing village from the invading Hesperians. The first contender to return with the sigil (a ceramic symbol of the village) from a liberated village will be declared winner of the first rite.

Your job is to free Naxos from Hesperian mercenaries, find the Sigil of Naxos, and return with it to the Hall of Kings as proof of your success. You're escorted from the Hall of Kings automatically.

Nob Hill (Rakeesh's Sunning Rock)

Talk to Rakeesh. He tells you where Naxos is located and says you'll face "a small army." Teleport to your room, and then exit Silmaria through the west gate to begin the Rite of Freedom.



Outside West Gate

Equip yourself for battle. Open the map you purchased from Wolfie to check Naxos's location. As you can see, it's not far south of Silmaria.

Map Overview

Travel south along the shoreline toward the tip of Marete's southern peninsula. At some point along the shore you leave the map screen and enter a beach scenario.

Southeast Beach (Basket)

Slay the monsters. Find the basket near the water's edge and take it. (Do you remember the note for Sarra's lost wicker basket posted in the Adventurers Guild?) Exit the beach area to return to the map.

Map Overview

Walk south to Naxos at the tip of the southern peninsula.

Naxos

You're a Fighter: *fight*! Battle your way across the footbridge to the leftmost building. Climb the ladder to the porch. Consume Healing and/or Stamina Pills if you need them, and then go through the door into the building.

Naxos Building (Interior)

Defeat the guards in the entry hall. Cross the room and go through the door in the left wall. Defeat the guards in the back room. Open the large chest and take the 500 drachmas, the Atlas Armband, and, most important, the Sigil of Naxos. Use the Mystic Magnet on yourself to travel back to your room.

NOTE

The Atlas Armband, when equipped, adds 50 points to your Strength ability rating.

Land Inn (Your Room)

Chances are good you're overloaded with loot you accumulated during the Rite of Freedom. (Shields, in particular, are quite heavy.) You should have some daylight hours left, so head directly to the Weapon Shop to unload your loot.

Weapon Shop

Sell off plundered equipment, including your own sword. Buy the Magic Sword. Buy five or ten more throwing spears; you'll need them for the next rite.

Outside Silmaria (Day Monster Hunting)

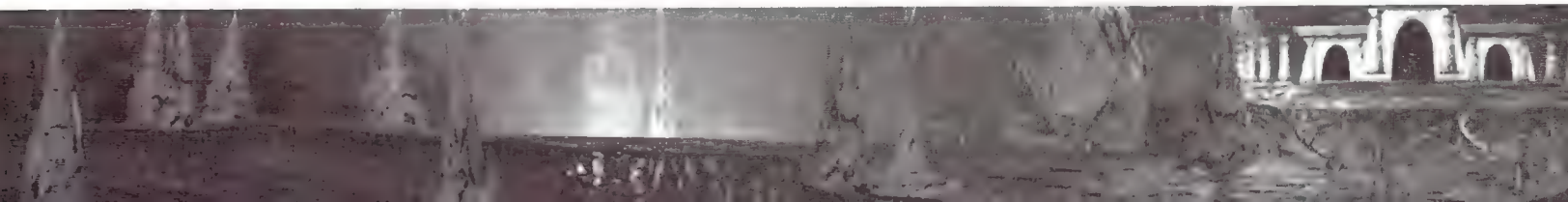
Before 6 P.M., head out the west gate and look for a fight. Again, Fighters must slay as many different species of monsters as possible. When 6 P.M. approaches, use the Mystic Magnets to teleport home and go to the Arena.

Arena

Talk to Magnum Opus, and then pay Abdull your five drachmas and watch the show. Tonight, Magnum faces Elsa von Spielburg.

Outside Silmaria (Night Monster Hunting)

Before 11 p.m., exit Silmaria via the west gate again and seek more combat. Night monsters differ from day monsters, so you can add to your assortment of species kills. At 11 p.m., teleport back to your room.



Land Inn (Your Room)

Dump all heavy plundered equipment in your storage trunk.

The Dead Parrot Inn

Go talk to both Ferrari and Ugarte. Looks like they have a bet on the Rites outcome. At midnight, check the Tote Board to collect any winnings. Teleport back to your room at Land Inn.

Land Inn (Your Room)

Sleep for the night.

Day 8: Deliver the Sigil of Naxos

After all the corpse plundering, you should be flush with cash. You freed your village much sooner than the other contenders, so let's run a few errands before reporting to the Hall of Kings. Take all spoils of war from your storage trunk and go to the Weapon Shop immediately.

Weapon Shop

Sell off excess weapons and armor.

Sarra's Bead Stand

Talk to Sarra. Give Sarra her missing basket—the one you found on the beach southeast of town. As a reward, she gives you a bead necklace.

Marrak's Food Stand

Talk to Marrak. Buy some Sokolatak-ya. Pick some flowers from the planter under the nearby Apothecary's yellow flag.

Hall of Kings

Deliver the Sigil of Naxos to the guards to trigger completion of the Rite of Freedom. Logos proclaims you victor and reports that one of your competitors, Kokeeno Pookameeso, was killed outside the city near a broken Dragon Pillar. He sends the contenders to rest up for the next rite.

When you return to the Hall of Kings, Logos announces the Rite of Conquest. The Hesperian mercenaries are led by General Claudius, who makes his headquarters on an island near Marete. Your mission—find his fortress, defeat Claudius, and return with his shield as proof of your victory.

Nob Hill (Rakeesh's Sunning Rock)

Talk to Rakeesh. He notes that if you defeat General Claudius, his troops will disperse.

Around Silmaria

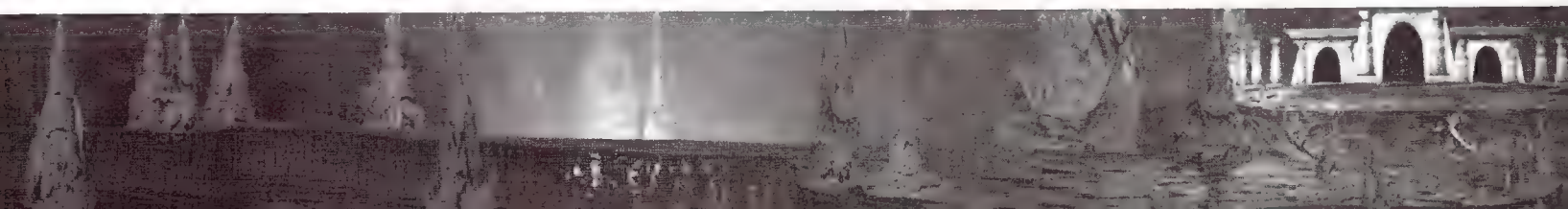
If you still have daylight hours, we suggest you practice your skills until dusk. In particular, work your Throwing skill up to 500. At 6 p.m., go to the Arena.

Arena

Pay up to watch Magnum Opus fight his Day 8 opponent, Toro. Then go to the Dead Parrot Inn.

The Dead Parrot Inn

Go upstairs and talk to Ugarte. When you ask for information, he offers to find out more about the assassin—for a price, of course. Exit the Inn and walk up the hill to the West Side of town. *Don't use your Mystic Magnets*!



West Side

As you approach the bridge, Ugarte sneaks out to meet you.

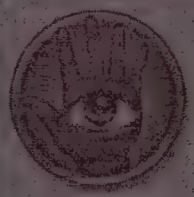
Talk to him. When you select Say Goodbye, the dark-cloaked assassin suddenly appears by magical means and tosses his poisoned blade into Ugarte! Use your Poison Cure Pills on Ugarte. Your quick action saves Ugarte's life and triggers the appearance of a guard. You end up in the Hall of Kings.

Hall of Kings

Speak with Logos about the assassination attempt on Ugarte, and then use your Mystic Magnets to teleport home and sleep for the night.

Day 9: The Rite of Conquest

Sure, you're Number One now. But as these Rites go, taking a fishing village is little more than a warm-up act. You fared well against the foot soldiers. Let's see how you do against the Hesperian honcho. After waking, go directly to Andre's boat at the Docks. (You must get there before noon, or else he's gone for the day.)



TIP

Make sure you have plenty of throwing spears before you embark on the Rite of Conquest. I recommend at least 25. And be sure you've built your Throwing skill rating up to at least 500.

Boat Dock (Andre)

Talk to Andre. He mentions a string of islands where the Hesperian mercenaries might be encamped. Rent the boat.

Map Overview

Sail around the tip of the southern peninsula and head west. Explore various islands until Andre says you've found Sifnos. He won't let you off until you have the cover of darkness.

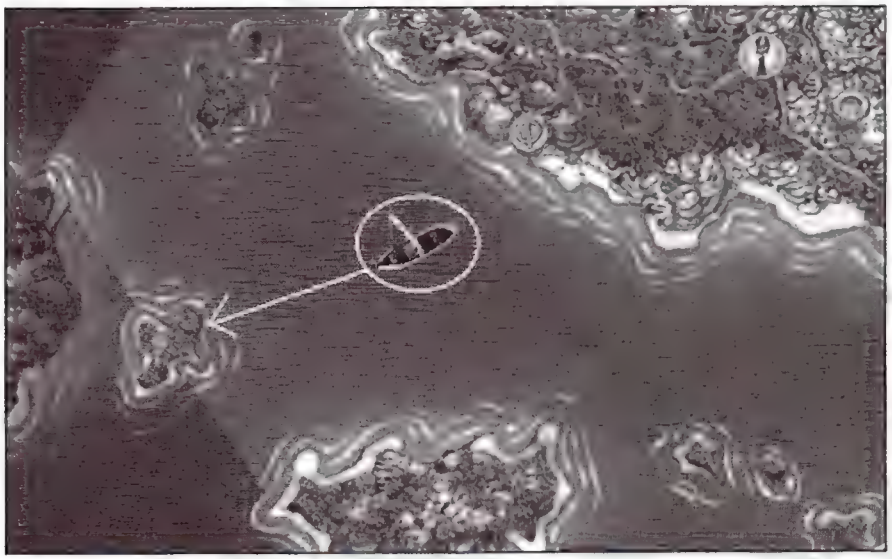


Figure 3-14 *Set sail for Sifnos aboard Andre's fishing boat. You'll find the tiny island off the southwest coast of Marete.*

Sifnos Island (Exterior)

Save your game here. Be sure you've equipped your weapons and armor. Defeat all the guards posted along the shore. Climb the stairs and storm the fortress.

Inside the Sifnos Fortress

Fight your way around the courtyard. Keep moving to avoid arrows. Climb the ladders to the battlements and work your way around, whacking the pesky archers. You should be able to eliminate most troops before the Sifnos Wizard appears. He teleports onto a battlement as you reach the far side of the courtyard.

How to Fight the Sifnos Wizard

The Centaur Wizard of Sifnos hurls painful Lightning Balls at you and teleports back and forth between battlements. Toss throwing spears at him. Keep moving to avoid his spells, as well as the arrows and attacks of the other Hesperian guards.

Important: *don't waste precious throwing spears on any guards pestering you*! It's difficult to engage the Wizard in close combat—he keeps zapping from side to side—so save the spears for him. If you can't seem to shake a guard, run under the battlement beneath the Wizard (to cut off the attack), switch to your Magic Sword, and make quick work of the Hesperian scum. Then switch back to spear-tossing at the Wizard. If you run out of spears, take some from the rack in the center of the courtyard.

When finally you destroy the Wizard, General Claudius himself emerges, wielding a deadly Magic Axe.

How to Fight General Claudius

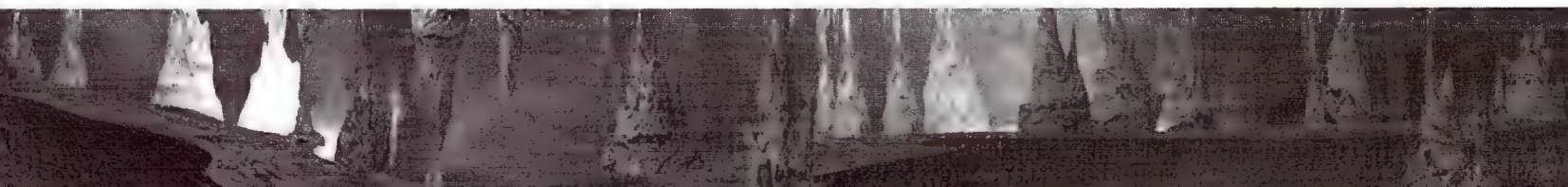
Toss spears at General Claudius until he gets close; this can weaken him considerably. Then take him on with your Magic Sword. The General's Magic Axe inflicts fearsome damage, so keep gulping Health and Stamina pills. Most important: *Even if other guards pester you, keep your attack focused on the General*. When he goes down, the battle is won.

After the Battle

When you defeat the General, all other mercenary troops run away. Search the General's remains for booty, including the General's Shield and his Magic Axe. Go upstairs and search the Sifnos Wizard's corpse to retrieve items, including a Magic Dagger and the Augmentation Scroll. Be sure to search the bodies of any other soldiers you killed in the battle. Use your Mystic Magnet to teleport back to Land Inn.

Land Inn (Your Room)

If you're overloaded, dump any heavy spoils of war in the storage chest. Sleep happily until morning.



Day 10: Arena Combat with Magnum Opus

You beat the other Rites of Rulership contestants to the General's Shield, so you have no reason to rush to the Hall of Kings with proof of your victory. Make a couple of leisurely stops before delivering the General's Shield tomorrow. And remember, tonight's the night you challenge the powerful Magnum Opus in Arena combat.

NOTE

If you deliver the General's Shield on Day 10 and trigger the next rite, you can't fight Magnum Opus in the Arena that night.

Land Inn (Your Room)

Take your load of booty—shields, swords, spear heads, and other spoils of conquest—from the storage chest and go immediately to the Weapon Shop in the Docks area. Don't dally. If you're overloaded, your Stamina rating drops quickly.

Weapon Shop

Sell Pholus any extra equipment you picked up during your Sifnos sojourn, including the Magic Axe.

Apothecary Shop

Talk to Julanar to learn she's been tending to Ugarte and is perplexed by the main ingredient of the assassin's poison. Ugarte won't be well until an antidote is concocted. Talk to Salim. He's working on an antidote and needs rare plants. Buy a few Health and Vitality potions.

Magic Shop

Sell the Magic Dagger to Shakra. Don't forget to bargain with him. He'll give you considerably more than his initial offer.

Bank of Silmaria

Lighten your drachma load by depositing most of your cash in your bank account.

Adventurers Guild

Talk to both Toro and Elsa. Give flowers (picked outside the Apothecary) to Elsa. She's your kind of fellow warrior.

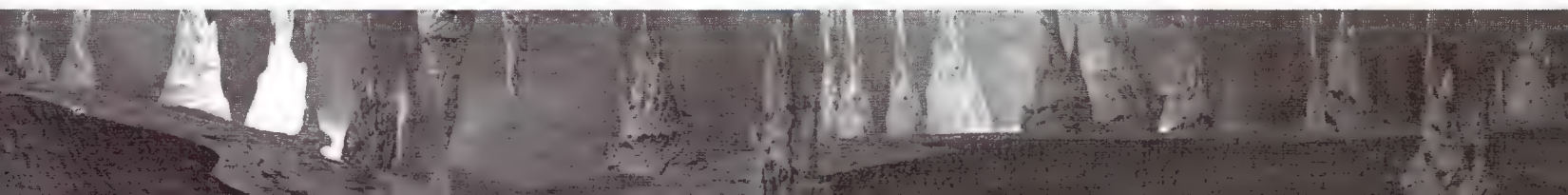
Around Silmaria

Spend the rest of the day running the treadmill, swimming, throwing rocks, monster-hunting, and so on, until 6 p.m. Then head to the Arena for your showdown with Magnum Opus.

Arena

Save your game. Equip yourself with Magic Sword, General's Shield, Magic Helm, and Atlas Armband. Enter and talk to Magnum Opus to trigger the combat ceremony. Fight and defeat Magnum Opus.

Figure 3-15 *Use your best equipment against Magnum Opus, including the General's Shield you just plucked off Claudius at Sifnos.*



The Dead Parrot Inn

Go upstairs and talk to Ferrari. He says he has some information known to Ugarte. Talk to Nawar and Budar. Order Today's Special and quaff it. Wow! At midnight, go to the Tote Board to collect your winnings. Bet on the combat for days 11 to 14. Challenge Toro on Day 15 and bet on yourself. (Don't bet a huge sum, however. There's a chance you'll be tied up with Rites of Rulership activity and miss this bout.) Use the Mystic Magnets to teleport to your room, and sleep until morning.

Day 11: The Rite of Courage

OK, let's get the rites back in gear. Grab a bite, and then head straight to the Hall of Kings.

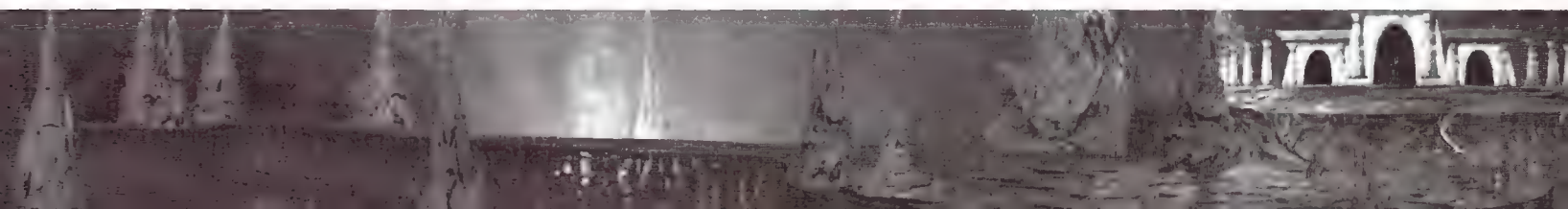
Hall of Kings

Show the General's Shield to the gate guard. You transport into the Hall of Kings, where Logos heralds your victory, but announces yet another tragedy—the murder of Magnum Opus and the shattering of another Dragon Pillar.

When the contestants return after a rest, Logos announces the next rite—the Rite of Valor. Your new quest—journey to Hydra, there to face the deadly three-headed dragon that gives the island its name. You must return with the Hydra's teeth to prove completion of this difficult task. After the ceremony, you end up with Rakeesh at his sunning rock.

Nob Hill (Rakeesh's Sunning Rock)

Rakeesh points out that you can't sail to Hydra Island from here. You must find some other form of transport to reach the beast. Talk to Rakeesh. He says only a magical weapon can injure the Hydra. (Fortunately, you have your Magic Sword.) He also hints that you may need help.



When you say good-bye to Rakeesh, the assassin strikes. The man in the dark cloak! Use your Poison Cure Pills on Rakeesh. A guard appears, and you end up in the Hall of Kings with Logos. You learn Rakeesh is still alive, but in the same deep coma-like sleep as Ugarte.

Apothecary Shop

Talk to both Julanar and Salim. You must discover the missing ingredient in the assassin's deadly poison before the Apothecary can concoct an antidote. Julanar believes it's a rare flowering plant. If you're low on Poison Cure Pills, buy more.

FACS

Talk to the Famous Adventurer to learn how to combat the Hydra: Cut off all three heads and burn the neck stumps to keep the heads from regenerating. No problem! Read the big open book leaning against the stairs for more on Hydra killing. The book also notes the tale of Daedalus, who "made wings by placing wax and feathers on a wooded framework." Where can you find one of those?

Science Institute

In inventory, combine the anchovies (from Andre the fisherman) with the artichoke pizza (from Marrak's Food Stand) to make an "A. & A. pizza." Give the A. & A. pizza to Dr. Pretorius. He's most grateful, and he gives you license to look around. Approach the wing framework hanging on the wall behind Dr. Pretorius.

NOTE

Before you fly off to Hydra Island, be sure you have one of Wolfie's amphorae in your inventory.

Apply the beeswax (from the broken beehive near the Dragon Pillar) to the framework. Apply some of the Pegasus feathers (from the Pegasus nest) to the waxed framework. Take the wings. You launch off the Science Institute ramp automatically and fly to the Hydra's island lair.

Hydra Lair

Equip yourself with your best fighting stuff. Fill an amphora with some of the glowing green sap flowing from the nearby tree. (Your inventory calls it "Goo.") Go down the hill into the lair and attack the Hydra. When Elsa appears and offers to help, click on the obvious answer: *Yes*!

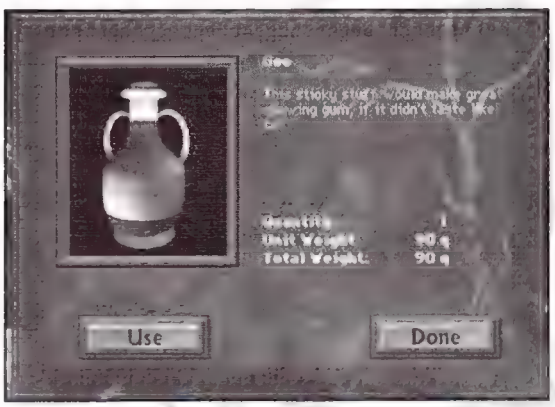


Figure 3-16 *Dip an amphora in the glowing green goo oozing from the tree in the Hydra's lair. This sticky stuff comes in handy later.*

Talk to Elsa. She agrees to do the torch work. Stand directly in front of the Hydra and whack off the middle head. To get close enough to take off the other heads, you must climb rocky ramps to either side. Each time you whack off a Hydra head, Elsa uses her torch to cauterize the neck stump. When the last head falls and Elsa torches its stump, click on the fallen Hydra head to get the Hydra teeth and Hydra scales.

Talk to Elsa. (She's right. It's not fair, is it?) Walk past the Hydra into the back cave.

Hydra Lair (Back Cave)

After Elsa gets a Magical Bow and bids you farewell, pick up all the drachmas. (There are 1,000.) Pick up the Magic Helm on the ground nearby.

Walk left past the Hydra tail to the sea chest. You can force the chest open, but heal yourself completely first! To avoid damage, disarm the trap.

Open the sea chest. Take all treasure—2,000 drachmas, a Shrink Spell Scroll, a rope, and the Magic Chain Mail. Equip the Magic Chain Mail. Your armor class increases to a healthy 25! Use the Mystic Magnet to teleport back to your room at Land Inn.

Land Inn (Your Room)

Take a well-deserved snooze until morning.

Day 12: Complete the Rite of Valor

You have the only Hydra teeth this side of the Mississippi, so again there's no rush to get to the Hall of Kings. Thus, you can spend a leisurely morning goring monsters outside Silmaria to build skills and gather loot. With your new Magic Chain Mail, you can attack with the fury of a true champion.

Land Inn

Go downstairs and have breakfast. If you haven't talked to Gnome Ann yet about her mortgage problems, do so now. You learn Ferrari's foreclosing on the Land Inn's mortgage because Ann is behind on her loan payments. She asks you to talk to Ferrari for her. What kind of hero would say no?

Outside Silmaria

Spend the morning thrashing monsters. Return around noon or so.

Weapon Shop

Sell all extra items, including your old Chain Mail, now that you have the Magic Chain Mail.

Hall of Kings

Show the Hydra teeth to the gate guard. This triggers the meeting within the Hall, where Logos proclaims you victor in the Rite of Valor. As before, you're dismissed to rest up before the next rite. When you return, Logos announces the next quest—the Rite of Destiny. You must go to the island of Delos, seek the mysterious Sybil who foretells the future, and then return with proof from the oracle.

Nob Hill

Check the Nob Hill bulletin board for the latest news. You learn the murderer not only is killing people, but is destroying the Dragon Pillars outside town, as well. Plus, the Archmage Erasmus has taken ill and lies unconscious at his home.

Bank of Silmaria

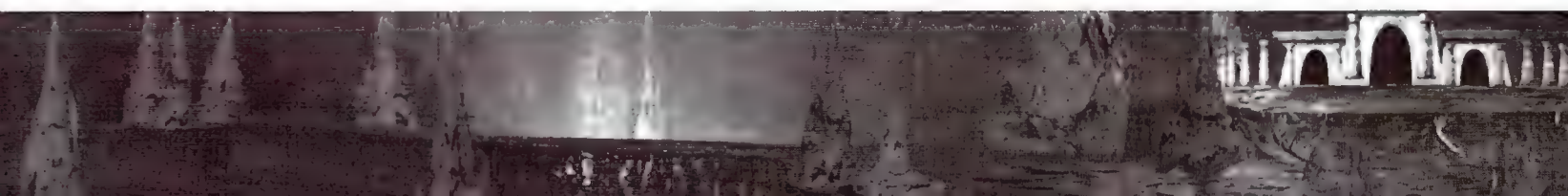
Deposit all your excess drachmas in your savings account. Keep about 500 for miscellaneous purchases.

Apothecary Shop

Julanar and Salim announce the drugging of Erasmus as you enter the shop. Weird! Talk to Julanar to learn more about the drugging of Erasmus. When you say good-bye, she gives you Magic Seeds. Sell the Hydra scales to Salim. Now you can buy a Fire Proofing Potion. Stock up on Healing and Stamina pills, too. Your supply probably is depleted after your tussle with the Hydra.

Docks

Practice your Swimming skill until 5 p.m.; you should be able to build it quite high. Then enter the Dead Parrot Inn.



The Dead Parrot Inn

Go up the stairs to the left and talk to Ferrari. If you've discussed the Land Inn mortgage with Gnome Ann, you can ask Ferrari about it. Ferrari says he'll hold off on foreclosing for a while, and offers you the Inn's deed in exchange for "something of great value."

Arena (6 P.M.)

Enter and talk to the reluctant Toro. Pay the entrance fee and watch best buddies Toro and Elsa hack each other senseless. Afterward, you can hang as usual at the Dead Parrot Inn and wait for winnings, or just teleport home and sleep.

Day 13: The Rite of Destiny

Reaching Delos is tricky. Get travel advice from a reliable source and then do some important shopping. But first, start your day at the Adventurers Guild for a meeting with Elsa.

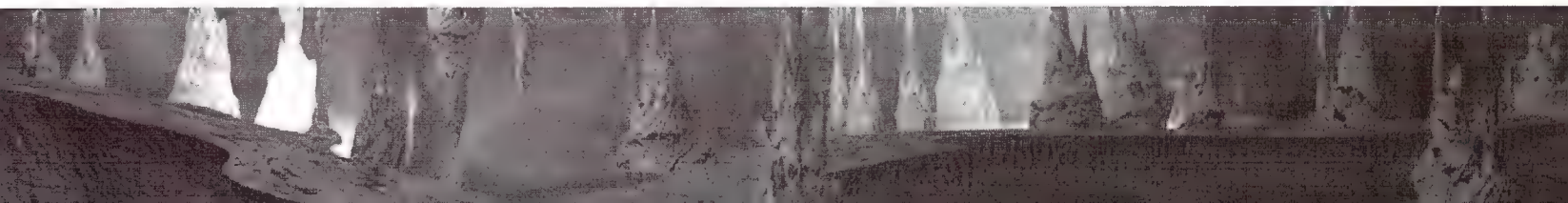
Adventurers Guild

Talk to Elsa. She's tiring of Minos's patronage, it appears. Give Elsa a Health Potion. She will appreciate your kindness. Talk to Toro. Frank as always, he divulges that Elsa likes you. Say, things seem to be moving right along with Elsa, don't they?

FAC's

Talk to the Famous Adventurer to hear his advice about the Rite of Destiny. He suggests a "little gold offering" will help coax the Sybil. He seems quite excited at the notion of dancing with Dryads in their magical glade. However, you need an offering they can "really sink their roots into."

Click repeatedly on the stack of books in the foreground (just below the open book on the stairs) to read complete instructions for building a balloon.



Wolfie's Artesan Stand

Talk to Wolfie to hear all rumors about the rites. Ask Wolfie about flying, too, to learn of his painting. Buy the balloon painting from Wolfie.

Sarra's Bead Stand

Talk to Sarra. Buy Hera's Ring. Wouldn't that look nice on Elsa's finger?

Marrak's Food Stand

Show the balloon painting to Marrak. He offers to sell you his spare brazier. Buy the brazier. Use your Mystic Magnets to zap yourself back to Land Inn.

Land Inn

Take the spare sheet from your bottom drawer. (This is better than stealing the sheet from your bed because you lose no Honor points.) Go downstairs and show Ann the balloon painting you bought from Wolfie. Give Ann the sheet (from your bed upstairs). She agrees to sew it into a balloon. Click on Ann. Select Tell about Wolfie. Ann says she'll talk to Wolfie about painting her Inn.

Around Silmaria

Now you've got the rest of the day to kill while Ann sews the sheet for you. Go out and practice your skills until 6 p.m., and then head for the Arena.

Arena

Enter and talk to Toro. Pay Abdull and watch Toro battle Gort in the Day 13 combat. Teleport with Mystic Magnets to your room and sleep until morning.

Day 14: Fly to Delos

Ready to travel? If your inventory load is heavy, store your Magic Chain Mail in your room chest. This lightens your load considerably—it weighs 2,000 q—and you don't need armor for the Rite of Destiny. In fact, you need no weapons whatsoever.

Land Inn

Be sure you have your tinderbox, rope (from the Hydra's treasure), brazier (from Marrak), goo (from the Hydra's lair), Hippocrene water (from the Pegasus Peak area), and a few drachmas in your inventory. Go downstairs. Ann gives you the sewn sheet. Exit and go to Science Island.

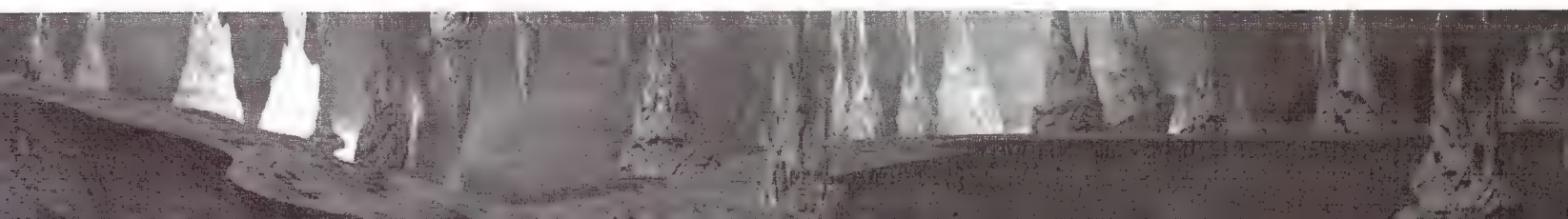
> **NOTE**
>
> **If you have no Hippocrene water, buy another amphora from Wolfie for the trip. You can stop for a fill-up at the Pegasus Peaks area on the way to Delos.**

Science Island

Enter and ride the lift to ride up to the balcony level. Go through the upper door out onto the circular platform.

Science Institute (Platform)

Click on the crane controls—the narrow, glowing panel near the doorway—to bring up the crane control interface. Set Crane Extension to 100. Set Crane Rotation to 50. Set Claw Position to Closed. Click on Run. The claw drags the winged gondola out of the water and sets it on the circular platform.



Put the sewn sheet on the gondola. Put the rope on the gondola. Put the goo on the gondola. Put the brazier on the gondola. Use your tinderbox to light the brazier. Up, up, and away!

Overview Map

Fly northwest to Delos, the island just northwest of Marete. (See figure 3-17.) Once you arrive at Delos Island, park your balloon near the Dryad (tree woman) icon in the southwest part of the island and disembark. Walk onto the Dryad icon to enter the magical glade.

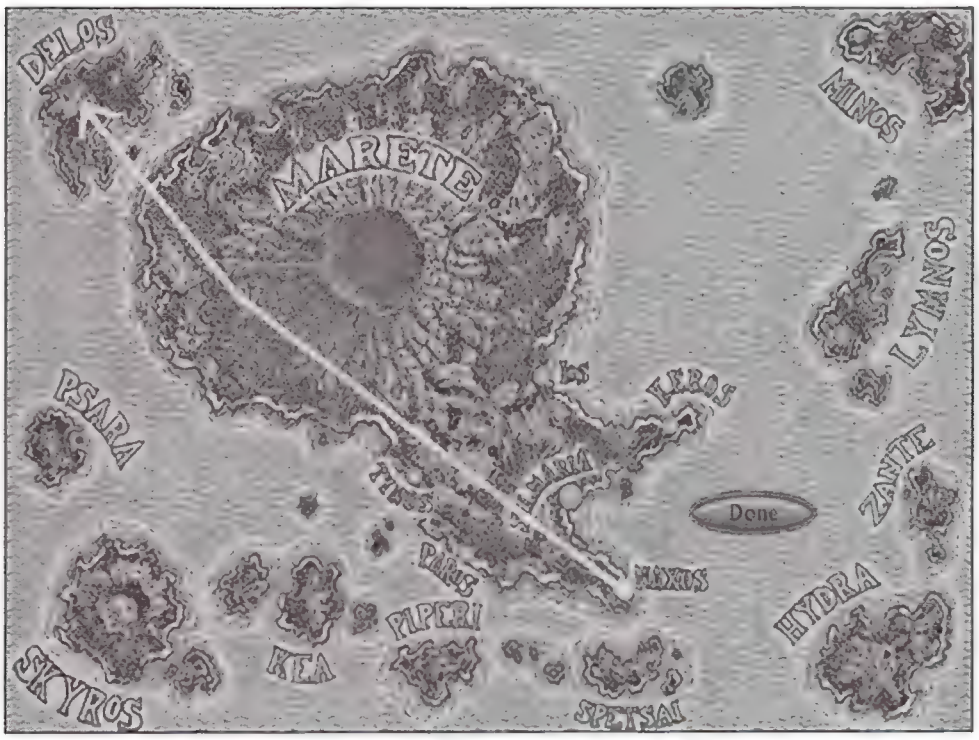


Figure 3-17
Here's the route to Delos. If you have no Hippocrene water, you can stop at the stream near Pegasus Peaks to scoop some into one of Wolfie's amphorae.

Dryad Glade

Pour your bottle of Hippocrene water on each one of the seven beautiful Dryads in the glade. Sit back and watch the show. This is one of the coolest things you'll ever see in an adventure game. Exit the glade.

Overview Map

Walk across Delos to the marble statue icon in the northeast part of the island.

Delos (Oracle Room)

Click on the leaning monolith (in front of the fountain) to read the inscription about Hades. Click *very carefully* on the Black Lotus flower floating in the fountain to take it. (If you click on the water, you drown.) Drop a coin in the fountain. (Click a drachma on the fountain.) Listen to the destiny the Sybil proclaims. When she's finished, she leaves a ceramic plate on the ground—your Proof of Destiny. Take the Proof of Destiny. Use your Mystic Magnet to teleport back to your room.

Land Inn

Sleep until morning.

Day 15: The Rite of Courage

Four rites, four Prince of Shapeir victories. What's next? I hear the next rite is hell. Hustle through the many activities planned for you today. You have a date to meet Toro in gladiatorial combat tonight at the Arena. You must go through hell and back by 8 p.m., if you can.

Land Inn (Your Room)

Rise and head downstairs for breakfast. Wow! A new paint job. And Wolfie sits at a nearby table, proud of his work. Talk to both Ann and Wolfie.

Hall of Kings

Show the Proof of Destiny to the gate guard. This triggers a gathering inside the Hall, where Logos announces your victory in the Rite of Des-

tiny. After your dismissal for the usual rest, you return to hear Logos describe the next quest—the Rite of Courage.

Your new goal—enter the gates of Hades, find the River Styx, and return with its water. As part of the deal, you get to meet Cerberus, the fearsome three-headed dogbeast and guardian of the underworld. It just keeps getting better, doesn't it?

Wolfie's Artesan Stand

Important: Buy three more amphorae from Wolfie.

Markak's Food Stand

Buy a pizza (either kind). Be sure you have at least one gyro and a box of Sokolatak-ya, too.

Apothecary Shop

Talk to Julanar and Salim to learn more about the drug afflicting both Erasmus and Shakra. Give Salim the Black Lotus. Restock your Healing and Stamina pills, if necessary. You'll need them where you're going.

FACS

Talk to the Famous Adventurer. He tells you what you need to know to enter Hades. Then exit Silmaria through the west gate.

Overview Map

Head northwest across Marete to the horned skull icon. It's just up the coast from Tinos, at the south base of Mount Draconis.

Dragon Pillar (Bloody)

Note the corpse of the Silmarian guard lying in the stream—the mingling of water and blood. Use one of Wolfie's amphorae to get some of the fouled stream water. Walk to the far left, where it seems "the stream

flows directly to the center of the earth from here." Pour the water from the amphora into the spot where the stream flows into the ground. Earthquake!

Gate to Hades

Try to enter the gate. Cerberus emerges. You can bribe it or, more to a Fighter's liking, attack it until it gives up. (It's a tough fight.) If you bribe Cerberus, use pizza, a gyro, and Sokolatak-ya. Enter the gate.

Hades (Entry Cavern)

Destroy the undead and proceed to the right of the screen. When the path splits, follow the narrower right path, toward the front of the cavern. Continue under the arch and follow the twisting path. Eventually, you come to a natural bridge. Destroy the guard.

Click on the lower path and select Jump Down. Ouch! Consume health items to heal yourself. Now run under the bridge and go through the doorway at the rear-right of the cavern.

Figure 3-18
Fighters have no choice but to take the leap from the natural bridge to the lower path. It hurts, but you'll survive

Hades (Dragon Skeleton Cavern)

Sprint to the left of the screen, whacking the Manes and Lemure guards as you go. Run the length of the dragon skeleton, exiting through its jaws.

Hades (Three Rivers Cavern)

Run past more undead guards to another path fork. Follow the right-hand fork (the lower path near the bottom of the screen) and continue to the swirling whirlpool where the three rivers converge. Just left of the whirlpool are the "sluggish" waters of the River Lethe. Click an empty amphora on the river to scoop up some of the water. It appears as "Lethe water" in your inventory.

Continue to the right, past the whirlpool, to the "swift" waters of the River Styx. (Watch out for the guard hovering in wait.) Click another empty amphora on the river to get some "Styx water." Now run back around to the far side of the whirlpool. Follow the far path (at the rear of the cavern) to the right. Continue along that path—it's a long, long run—until you approach the Halls of Hades and meet the Guardian.

Halls of Hades

Listen to the Guardian of the Dead. You meet the souls of Erana and Katrina. Choose Katrina. Pay the price. After the Manes beat the hell out of you, Katrina asks you to meet her on the island called Zante. When you recover, take some Healing and Stamina pills.

> NOTE
>
> **If you choose Erana over Katrina, Erana asks you to meet her on Lymnos Island, which is just north of Katrina's Zante Island.**

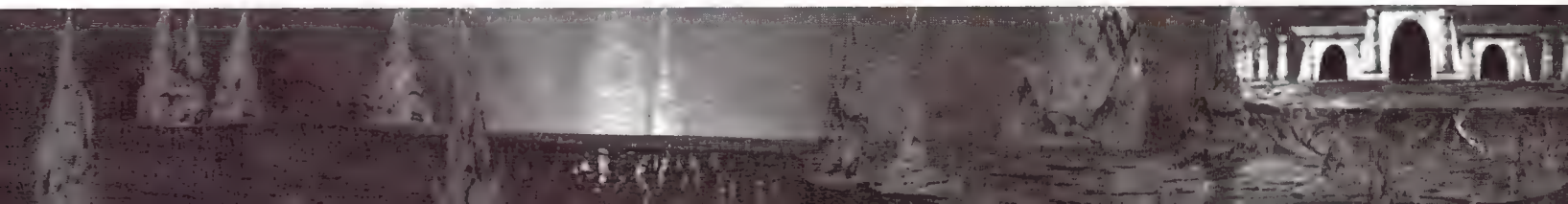


Figure 3-19 When the Guardian offers a choice, Fighters should select Katrina. Then offer to pay the ultimate price.

Now it's time to get the hell out. Unfortunately, your Mystic Magnets don't seem to work down here in Hades. Retrace your route all the way back to the Hades Gate and exit. When you step outside, another earthquake hits!

Hades Gate

The gate area transforms back to its original state. Now you can use your Mystic Magnets to return home.

Land Inn (Your Room)

Figure 3-20 Don't eat the candy gift waiting on your bedroom chair! It's drugged.

Take the chocolate box from the chair. The candy smells suspiciously like "overripe fruit." Don't eat any! Go downstairs and talk to Gnome Ann; she tells you the chocolates are from Elsa. If it's before 8 P.M., hustle to the Arena. Remember, you're scheduled to challenge Toro tonight!

Arena (6–8 P.M.)

Enter and talk to Toro to trigger combat. Fight, win, and head directly for the Dead Parrot.

The Dead Parrot Inn

At midnight, collect your winnings from the wager you placed on yourself. Make bets for the next round of combat and challenge Elsa for Day 20. Then zap yourself back to your room.

Land Inn (Your Room)

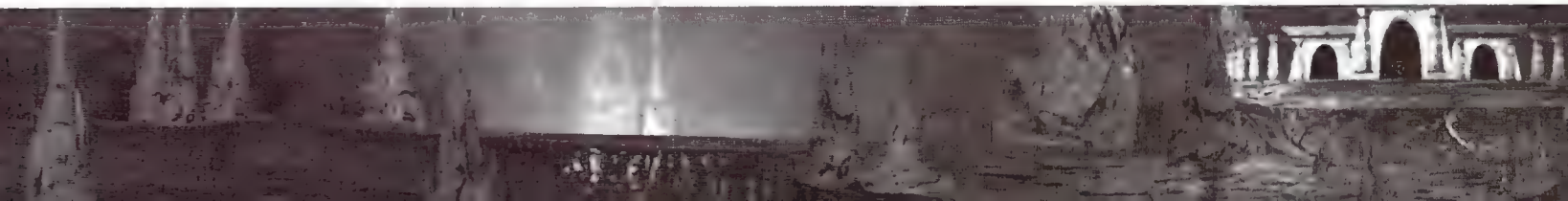
Sleep until morning.

Day 16: The Rite of Peace

Events are unfolding quickly. The Dragon Pillars are coming down, and the Dragon of Doom soon may be loosed upon the world. Waste no time. Go directly to the Hall of Kings. You need to wrap up a few things before noon so you can catch a ride with Andre from the boat dock.

Hall of Kings

Show the Styx water to the gate guards. This triggers the ceremony concluding the Rite of Courage. Logos announces the next quest, the Rite of Peace. The Atlantean sea people known as the Tritons have been attacking Silmarian craft for mysterious reasons. Logos calls on the contestants to speak with the Triton queen and forge a new alliance between Silmaria and Atlantis.



Apothecary Shop

When you enter the shop, Salim says he's added the Black Lotus to his Poison Cure Pills, and now they work as an antidote to the assassin's rare poison. He swaps your old pills for his new ones automatically. Talk to both Julanar and Salim. Give the Lethe water to Salim. Stock up on potions and pills.

Weapon Shop

Buy a Magic Spear.

FACS

Talk to the Famous Adventurer.

Boat Dock (Andre)

Rent Andre's boat to access the overview map.

> NOTE
>
> **If you miss Andre for the day, don't worry. Your competitors won't get to Atlantis before you. Spend the rest of the day building up your Swimming skill. Then sleep peacefully until morning and catch Andre at the boat dock early the next day.**

Overview Map

Sail due east to Zante Island and walk onto the marble gateway icon. (See Figure 3-21.)

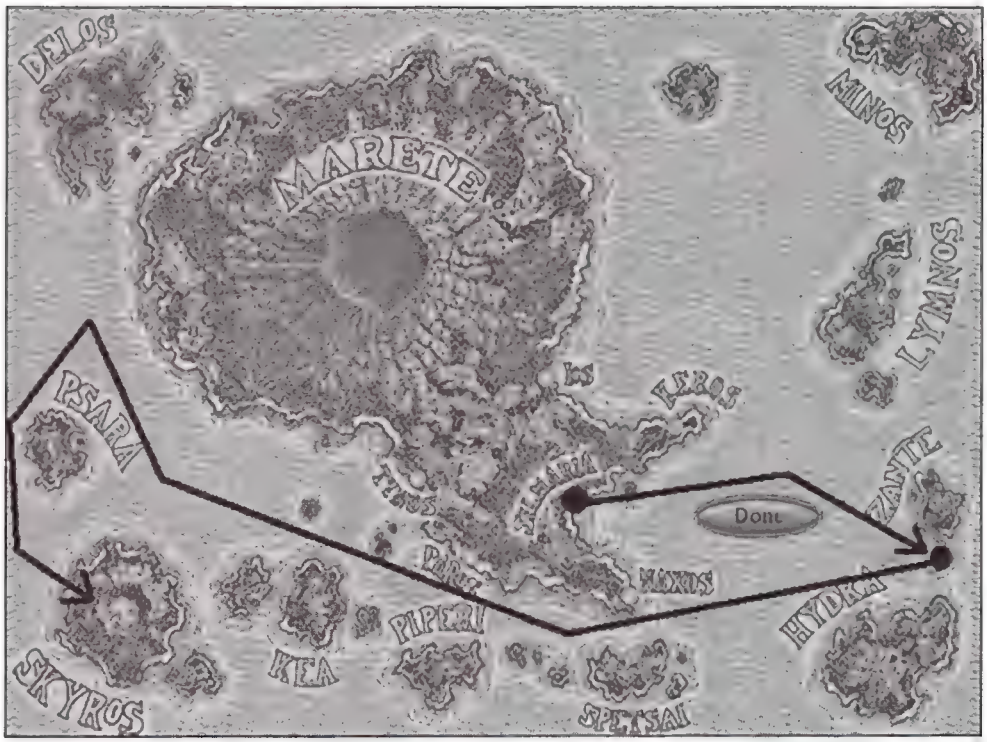


Figure 3-21 *Here are the routes to your Zante Island meeting with Katrina, and your subsequent trip to Skyros Island, the Triton stronghold.*

Zante Island (Katrina's Retreat)

A strange time displacement forces you to arrive at 8 p.m. (Katrina's an ex-vampire as well as an archmage, so she's fond of darkness.) Approach the marble gateway. Knock on the door. Katrina appears. Talk to Katrina. When you ask about Atlantis, she gives you a magical Water Breathing Amulet that lets you breathe water as naturally as air. Exit and reboard the boat.

Overview Map

This next leg of the journey is quite long. Chances are good you'll have to stop and rest completely before you reach Skyros Island. Sail due west along the south coast of Marete. Circle around to the west side of Skyros—the island with the lake in the middle. (See figure 3-21.) Note that you must sail completely around the north side of Psara, and then come back south to Skyros.

Day 17: Meet the Triton Queen

After you sleep for the night, walk off the boat and head across the island (on the overview map) to the marble pillar icon on the east shore. Step onto the icon to take a swim.

Dock Entrance to Atlantis

Equip your hero with the Water Breathing Amulet. Note that, despite this device, your Stamina rating slowly drops. Swim left to the ornate metal door leading into the strange tube-like construction. Use the Magic Spear on the door. When the door falls off, attack and defeat the two Triton guards who emerge. Swim into the passageway.

Atlantis (Main Entrance)

You enter a heavily guarded underwater courtyard. Many Triton warriors are posted along the walls. Swim as fast as you can to the doors on the far end of the courtyard. (Zigzagging helps you avoid the guards' spell blasts.) Fight past the Triton guards at the door. Quickly quaff a Health Potion. Click on the gate-like doors and select Use Force on Doors to open them and enter.

Triton Queen's Throne Room

Here's a slugfest for you. Stick close to the walls, picking off the Triton guards. Stay away from the area in front of the queen! She casts a vicious Whirlpool spell. Eventually, the queen releases her vicious Dragonfish. This fish is a tough opponent. When you defeat it, the queen relents and asks what you demand.

Figure 3-22 *As you bludgeon your way to peace, keep your distance from the Triton queen and her deadly Whirlpool spell. Swim along walls of the throne room, knocking off guards one by one until the Dragonfish is released.*

Talk to the queen. She gives you the Peace Statue. Then use your Mystic Magnets to return to your room.

Land Inn (Your Room)

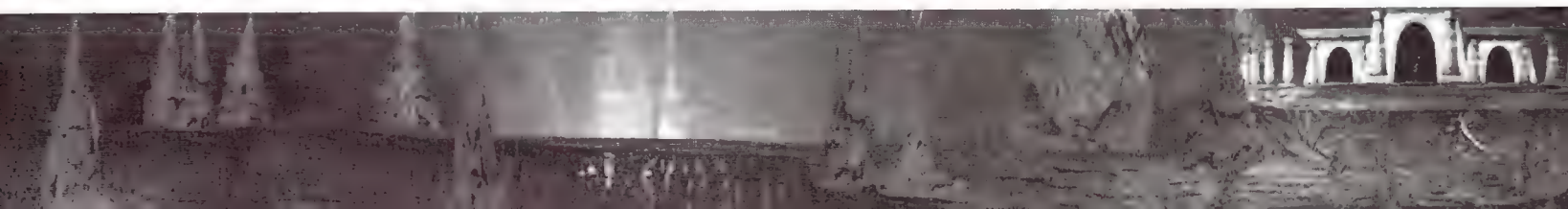
You have the Peace Statue, so you've won the Rite of Peace. Thus, there's no hurry to reach the Hall of Kings; you can wait until tomorrow morning. If you arrive home before midnight, go out and build any weak skills until nightfall. Then head for the Dead Parrot Inn.

The Dead Parrot Inn

At midnight, check your winnings (or losses) on the Tote Board. Teleport back to your room.

Land Inn (Your Room—Elsa's First Visit)

When you try to sleep, Elsa appears. She tells you she believes Minos is the cause of Silmaria's problems. Show Elsa the suspicious chocolate box; she says she got "poisoned candy" too. Talk to Elsa. When you say good-bye, Elsa leaves and you go back to sleep until morning.



Days 18 and 19: Monster Hunting

Minos, eh? Makes sense, doesn't it? But until you dig up proof (or Elsa does), you'll have to go about your business as usual. Of course, being a hero, you're dying to investigate Minos Island. But you can't get there yet; Andre's boat won't make it.

In the meantime, spend a couple of days killing and looting across Marete. Also, don't forget that you have a *lot* of money invested in your Arena competition against Elsa on Day 20. (If you haven't bet heavily on yourself for this match, do so as soon as you can.) Your goal—build up a hefty war chest to buy the Dragon Slayer Sword at the Weapon Shop.

Land Inn

Go downstairs and eat breakfast. Give Gnome Ann the Magic Seeds you got from Julanar.

Science Island

When you enter the institute, notice that Gort isn't standing guard at the Secret Laboratory access panel upstairs. In fact, he's nowhere to be seen; nor is Dr. Pretorius. Take the lift to the upper level. Click on the Secret Laboratory access panel. Enter your Secret Scientific Laboratory Access Code.

And what is that access code? It's the password you earned when you completed the Science Aptitude Test successfully at the monitor inside the institute. *Quest for Glory V* assigns passwords randomly each time you start a game, so I can't give it to you here. (If you've forgotten your code, simply go back down to the main floor and click on the test monitor.) After you enter the correct password, the wall lifts, revealing the Secret Laboratory.

Secret Laboratory

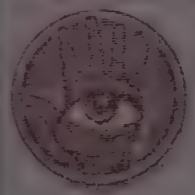
Talk to Dr. Pretorius. The scientists could be responsible for the drugging of Erasmus and Shakra, couldn't they? Exit and return to the mainland.

Apothecary Shop

Talk to Julanar and Salim to hear the good news about Erasmus and Shakra. Both are resting comfortably now, thanks to the Lethe water you provided. However, the mysterious drug still keeps them asleep. Give Salim the drugged chocolate box. Before you go, be sure you have some Poison Cure Pills and one bottle of Fire Proofing Potion.

Outside Silmaria

Now you have the rest of today and tomorrow to kill (literally). Don't squander this precious time! Get outside the city gates and lay waste to monsters. Again, work toward killing each different species, if you haven't already. Return to your room for good before 4 p.m.

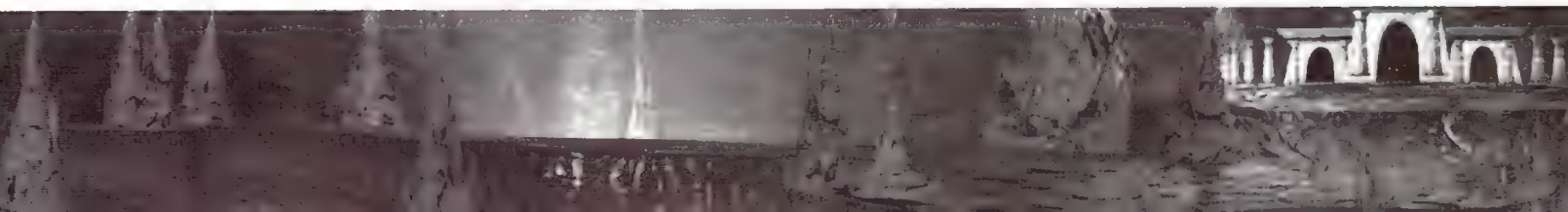


TIP

When monster-hunting, keep an eye on your inventory weight. As you gather loot, your pack gets heavier. When your pack nears its weight limit, teleport back to your room, dump stuff in your storage chest, and then head back out to the slaughter.

Weapon Shop

Sell all plundered weapons and armor to Pholus.



Bank of Silmaria (before 5 P.M.)

Drachmas are heavy, and you should be piling them up by now. Before the Bank closes today, make Sam very happy by leaving a sizable deposit.

Land Inn (Your Room)

Squeeze in all the monster hunting you can on Day 19. After a long, hard day of combat and cash buildup, sleep for the night.

Day 20: Meet Elsa in the Arena

It's time to start building to the grand finale. Don't forget your big match against Elsa in the Arena tonight. But first, finish off the Rite of Peace by delivering the Peace Statue to Logos.

Hall of Kings

Show the Peace Statue to the guards to trigger the completion ceremony for the Rite of Peace. First, Logos accuses Dr. Pretorius of drugging the Wizards Erasmus and Shakra, and disqualifies Gort from the competition. Then he lauds your victory and announces Gort's withdrawal from the competition.

After your rest, you and Elsa return to the Hall. Logos wisely notes that all the recent Silmarian calamities seem connected. Your final quest is to seek the root cause of all these terrible deeds. Who's the mastermind? Is it Minos? This is the Rite of Justice.

CAUTION

After you conclude the Rite of Peace, don't enter the West Side of town from the Docks after dark! Doing so triggers a confrontation with the assassin. You want to fight him eventually, but not yet. When you wish to return to your room from the Docks, use the Mystic Magnets.

FACS

Talk to the Famous Adventurer to learn more about the monstrous dragon, a legendary beast released by the Wizards of Atlantis eons ago. Ask about Minos, too. You learn he's "rather petty and fond of revenge."

Weapon Shop

If you've accumulated enough cash, buy the Dragon Slayer Sword or the lighter, more expensive Ice Diamond Sword. (Of course, if you're *really* rich, buy both.)

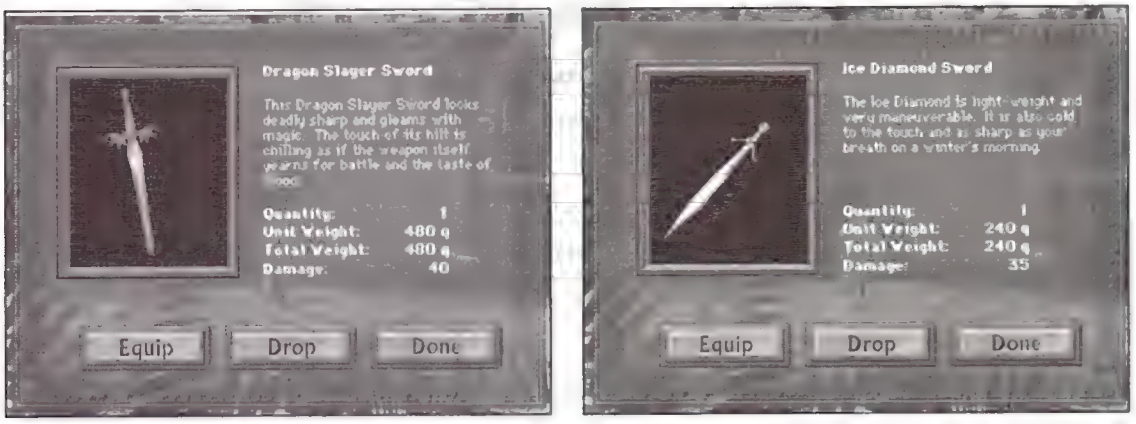
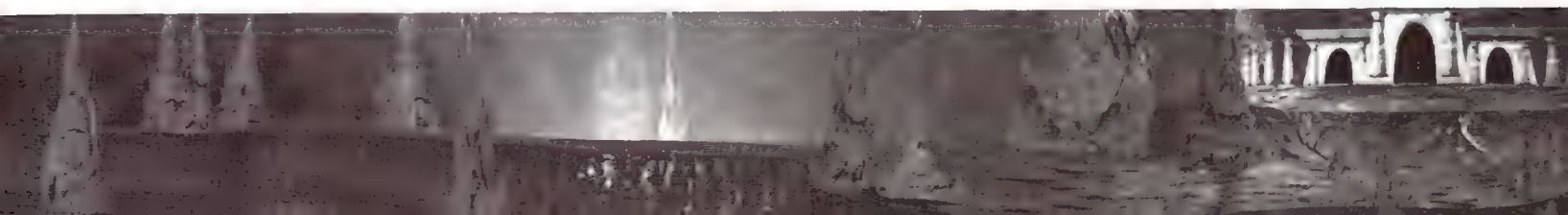


Figure 3-23 Either of these beauties will help your side's cause in the endgame.



Around Silmaria

Now practice your skills until evening—but again, *avoid the West Side of town after dark*. At 6 p.m., go to the Arena.

Arena (6–8 p.m.)

Enter and talk to Elsa to trigger the competition. Defeat Elsa and head for the Dead Parrot Inn.

The Dead Parrot Inn

Go upstairs and talk to Ferrari. Give him the Peace Statue. He's most pleased, and gives you the Land Inn deed in return. At midnight, go to the Tote Board and collect what should be significant winnings. (You bet the limit of 1,000 drachmas on yourself, right?) *Do not walk back to Land Inn*! Use your Mystic Magnets to teleport to your room.

Land Inn (Your Room—Elsa's Second Visit

Go to sleep. Guess who returns for another visit? Elsa says she's off to Minos Island to seek proof of Minos's involvement in the treacheries afflicting Silmaria. Before you talk to Elsa, offer her a few things. She'll gladly accept the Ice Diamond Sword: it shows you understand her "warrior's heart." (If you don't have the Ice Diamond, offer your own Magic Sword.) Then offer her the Hera's Ring. She can't accept it now, but she confesses her love for you.

NOTE

Elsa accepts your proposal of marriage only if you challenged her in Day 20's Arena combat, thus showing respect for her fighting skills.

Now talk to Elsa. She tells you Minos has the Prophecy Stone, which proves his guilt in breaking the Dragon Pillars. Tell Elsa to be careful. She appreciates the sentiment. Tell her you love her. After you say goodbye, Elsa slips out again and you sleep until morning.

NOTE

At this point, you should be ready to face the assassin and the endgame challenges. However, you can forestall the final confrontation for days if you avoid walking to the West Side from the Docks after 6 P.M. each night. You can sign up to be the champion in the Arena beginning on Day 26 and fight every night for several nights, making tons of drachmas by betting heavily on yourself beforehand.

Day 21: Face Down the Assassin

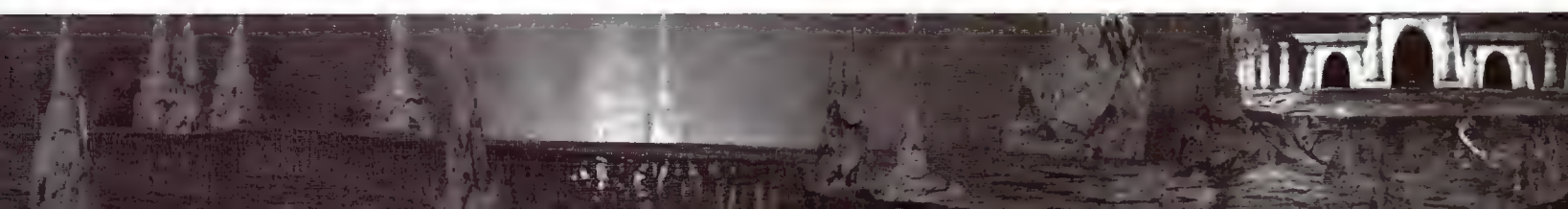
Get ready for an interesting evening duel. Unlike Arena combat, this one is to the death. But first, start the day with a good "deed."

Land Inn

Go downstairs and give the deed to Gnome Ann. What a guy!

Around Silmaria

Spend the day visiting and fighting. Talk to every merchant and friend to hear late-breaking rumors. Stock up on potions and pills at the Apothecary Shop. After 6 P.M., go to the Docks, and then walk to the West Side bridge.



West Side (after 6 P.M.)

Important: *Take a Poison Cure Pill before you approach the bridge.* Make sure you have health and stamina items in your Belt for easy access. Equip yourself with your best fighting equipment. Walk to the bridge. The assassin, tossing poisoned daggers, appears. Attack and kill the assassin. After you defeat Bruno, Toro emerges from the Adventurers Guild, and you end up before Logos in the Hall of Kings.

CAUTION

If you consume no Poison Cure Pills, you'll probably die, even if you defeat Bruno in combat.

Hall of Kings

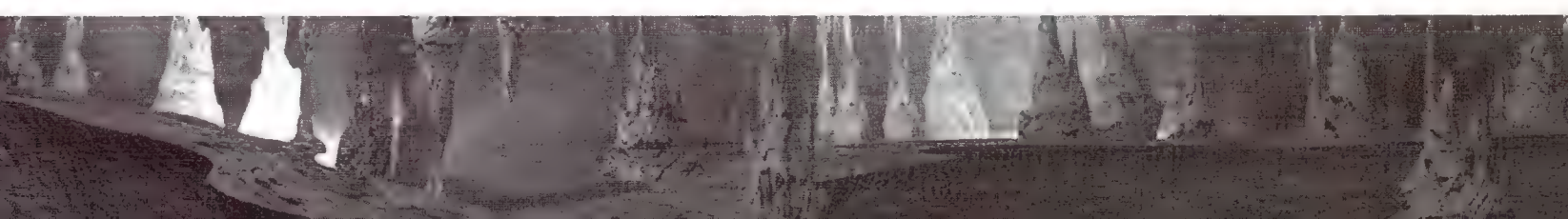
When Logos asks you to suggest a course of action, select Confront Minos with Suspicions. After all, you're a Fighter, straightforward and true. After you're escorted outside the gates, use the Mystic Magnets to teleport back to your room.

Land Inn

Go downstairs and talk to Gnome Ann. She thanks you for your noble deed (a little pun there) and says she's whipped up a special meal for you. Oh boy. After you eat, go back to your room and sleep for the night.

Day 22: The Rite of Justice

A Silmarian guard pounds on your door to awaken you. He escorts you to the Hall of Kings, where both Logos and the infidel Minos await you, automatically. It's time to shift this endgame into high gear.



Hall of Kings

When Logos asks you the question, select Accuse Minos of All Crimes. And off you go to Minos Island!

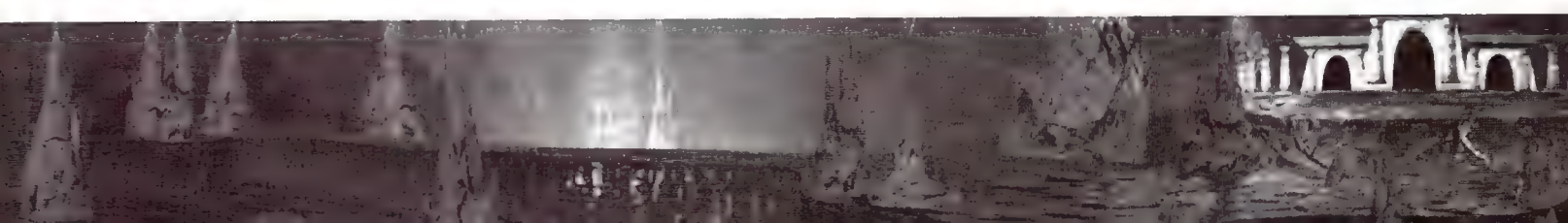
Minos Island (Exterior)

Defeat all Goon guards around the fortress. Click on the front gate and select Ram the Gate. Repeat until your hero bashes his way into the lower courtyard.

Minos Fortress (Lower Courtyard)

This is where all that practice pays off. A squad of Goons attacks, aided by archers on the balcony above. Fight your way to the front door. Click on the door and select Ram the Door to force your way inside.

Figure 3-24 *Welcome to Goon Alley. Fight through the crowd to the front door, and then ram it open.*



Minos Palace (Interior)

The fortress interior is fabulously decorated, befitting a man of great wealth. Unfortunately, such wealth and treasure is well-protected—Centaur guards and another Goon squad. Save your game, and then fight your way into the Treasury on the second floor, far left.

Minos's Treasury

Hang on. Things happen fast in here. Minos stands above, belittling you from the balcony. His mighty War Minotaur glowers at you from across the room, wielding its powerful Minotaur Ax. Elsa is imprisoned behind bars at the far-right alcove. Her toolkit sits on the desk in the left foreground. Then Minos calls for his guards, and two more Goons lumber in the door. Now what?

Figure 3-25 *Grab Elsa's "interesting toolkit" from the desk and give it to her. Hurry, before that War Minotaur splits your personality with a great big axe.*

How to Defeat the War Minotaur

Well, hey, you're a Fighter. Grab Elsa's toolkit and give it to her; she frees herself from the alcove, grabs her weapon, and joins the fun. Eliminate the Goons first, keeping your distance from the powerful War Minotaur and its killer axe. Then team up with Elsa to defeat the War Minotaur.

Figure 3-26 *Minos shatters the Prophecy Stone, setting free the Dragon of Doom. Time for all good heroes to step up to the plate.*

Unfortunately, this setback prompts Minos to hurl himself and the Prophecy Stone to the ground. Both shatter. The broken stone releases the Dragon of Doom. Yikes! After you see the dragon rise, pick up the Minotaur Ax. Then *quickly* do the following! You haven't much time.

How to Transport to the Dragon

Search Minos's body. Search the War Minotaur to get its Minotaur Ax. Click on the alcove Elsa indicates—the one farthest back on the left. Get a pencil and paper ready. Disarm the trap.

More easily said than done, of course. This is a killer trap. You see each Greek figure only once, and then the timer kicks in. Plus, you must make six correct selections, with only two errors allowed. Tough! But you can do it.

After you disarm the trap and clean out the alcove, Katrina—or Erana, if you rescued her from Hades instead—suddenly appears. The Wizardess brings bad news; the dragon is risen. Then she teleports to the Dragon Blood Pool with you and Elsa.

Endgame: The Dragon of Doom

Hey, the gang's all here. Gort joins you, Katrina, and Elsa. Soon Toro teleports in for the final show. After Katrina finishes her speech and Gort proclaims his desire to be a hero, too, the action begins.

> NOTE
>
> **What follows is the optimal endgame sequence for this particular Fighter's Path, in which you released Katrina's soul from Hades and got engaged to Elsa von Spielburg. Note, however, that different endings are possible if you made different choices in Hades or in your courting of women. For more on this, see Appendix A, "Endgame Scenarios."**

How to Defeat the Dragon

There are three separate actions to perform in order to defeat the Dragon of Doom. They are as follows:

- First, repair the Dragon Pillar.
- Second, offer a sacrificial victim.
- Third, defeat the dragon in combat.

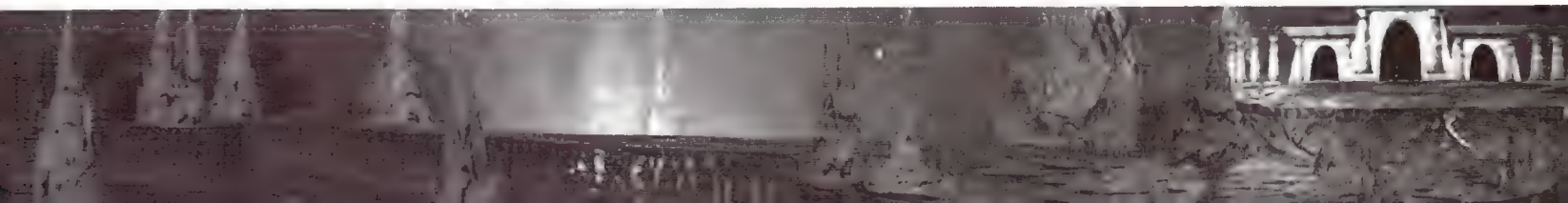
Figure 3-27 *The defeated Dragon of Doom plunges itself into a lava pool under Mount Draconis.*

Here's how Fighters should accomplish these three tasks:

After Gort speaks, click on Toro and ask him to help fix the pillar. Click on Gort and ask him to help fix the pillar. When both Gort and Toro are pushing the Dragon Pillar, click on the pillar to help them. The three of you fix the pillar. Click on Toro again and ask him to sacrifice himself. Toro heroically accepts, plants himself before the dragon, and soon gets flame-broiled.

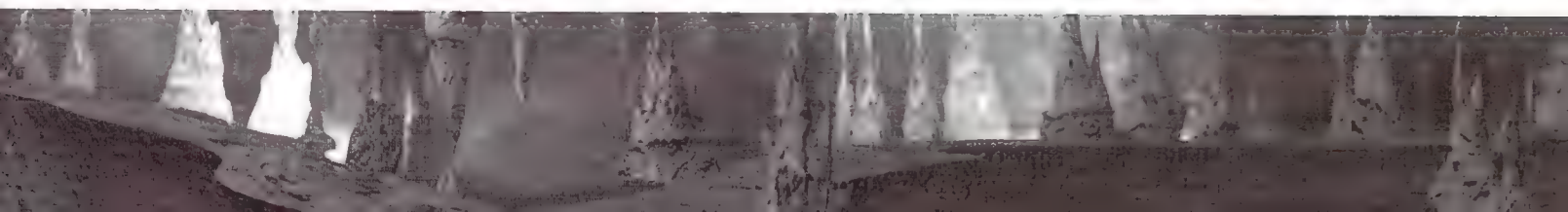
Now the dragon breaks free but can't escape the cave, and the battle shifts across the lava pool. All remaining members of the party attack the beast. Your Fighter should join the fray, hacking at the dragon with the Dragon Slayer Sword whenever the beast flutters into range. However, your primary concern should be to keep your Fighter alive. You may lose Gort in the fight, but Elsa and Katrina will heal themselves. Focus on your own Health rating and quaff potions quickly when necessary.

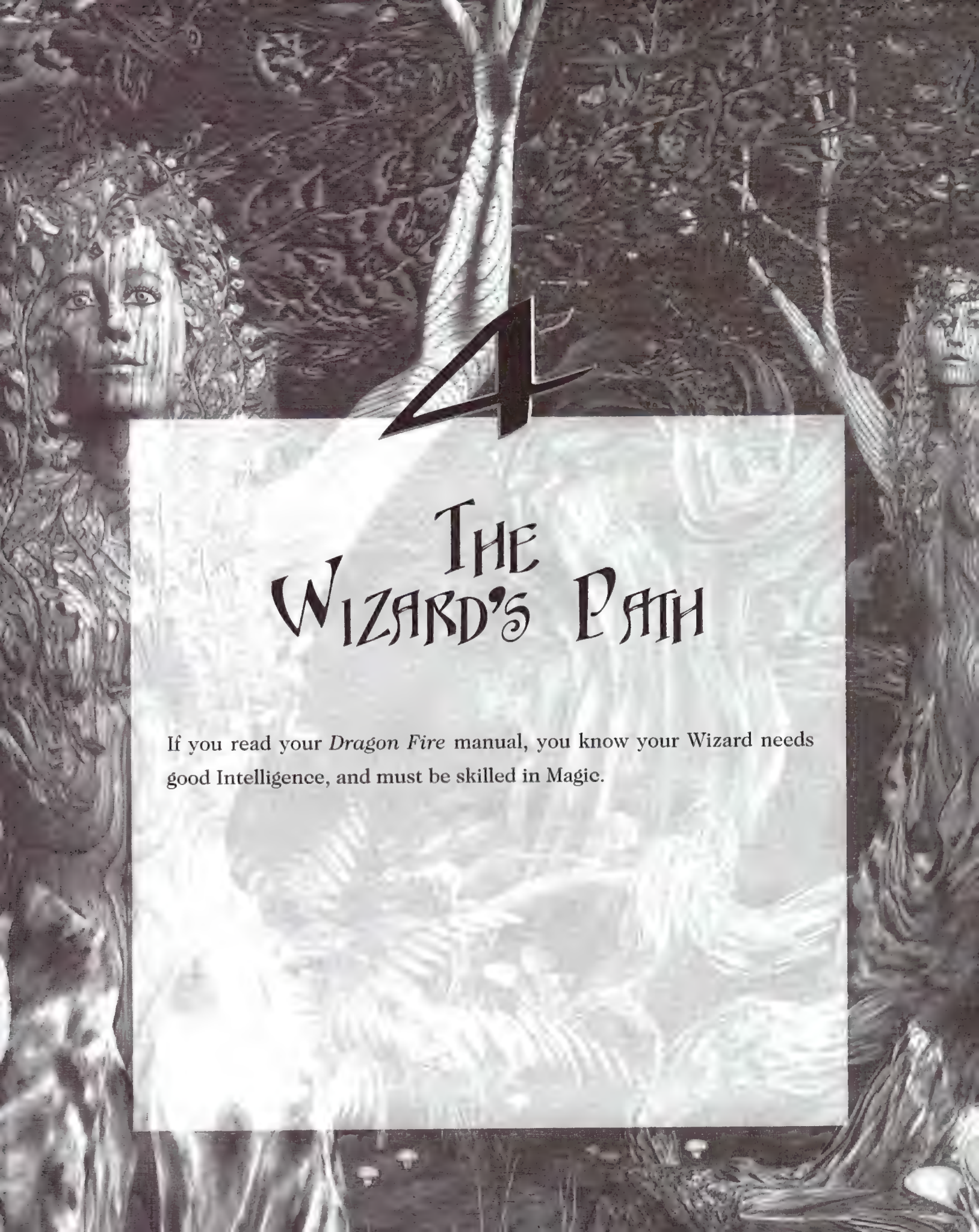
Eventually, your team destroys the dragon and you return to the Hall of Kings.



Hall of Kings (Finale)

You've won! Of course, with the loss of Toro, it's a bittersweet victory for both you and Elsa. Accept or reject the throne: It's up to you. My preference for Fighters is to reject it and suggest that Elsa is better qualified.





4

The Wizard's Path

If you read your *Dragon Fire* manual, you know your Wizard needs good Intelligence, and must be skilled in Magic.

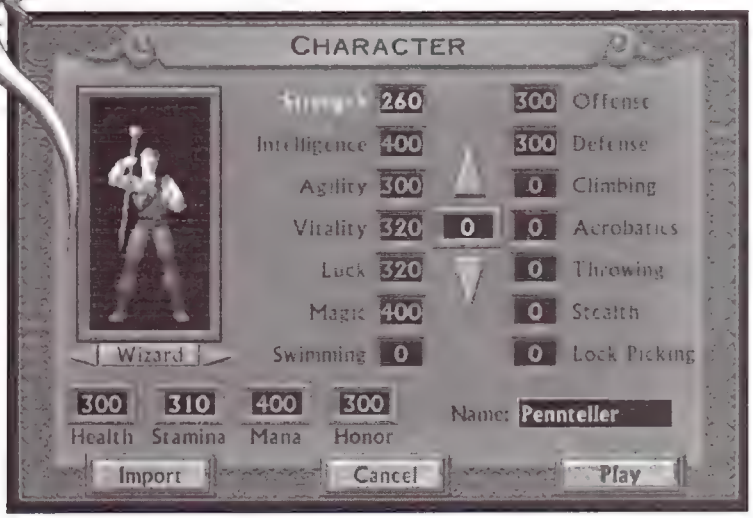


Figure 4-1 Here's a good opening distribution of Ability and Skill points for your Wizard. Add the bulk of your bonus points to Intelligence and Magic.

SPELLCASTING 101

In *Quest for Glory V*, your Wizard character has a skill level listed for each individual spell. This skill level increases each time you cast that spell. During your stay in Silmaria, certain days will be less eventful than others. When you have time, practice spellcasting to raise your various spell skills.

If you favor peaceful solutions, cast Calm, Hide, and Dazzle when you practice. If you prefer combat, practice your offensive spells—Lightning Balls, Flame Darts, Force Bolts, and so on. And always practice your Protection and Resistance spells.

NOTE

This is an optimal solution path, developed with the cooperation of the *Quest for Glory V: Dragon Fire* design team. This is by no means the only solution path through the game.

Day 1: Explore Silmaria

Nob Hill

Your Wizard arrives in Silmaria in the portal to Arcane Isle (home of Erasmus), at the east end of the Nob Hill area, the seat of Silmarian power. (For an overview of the Nob Hill area, see the map in Chapter 1, "General Tips.") Go left to the guard gate outside the Hall of Kings. Click on the entrance. Your hero is granted access to the Hall automatically.

Hall of Kings

Approach the dais. When Logos finishes his greeting, discuss all topics. You learn that you need 1,000 drachmas, deposited in the Bank of Silmaria, to enter the Rites of Rulership. Your adopted father, the Sultan of Shapeir, already has contributed 300 drachmas toward your entrance, and Rakeesh and Logos have chipped in 100 drachmas apiece. So you need only another 500.

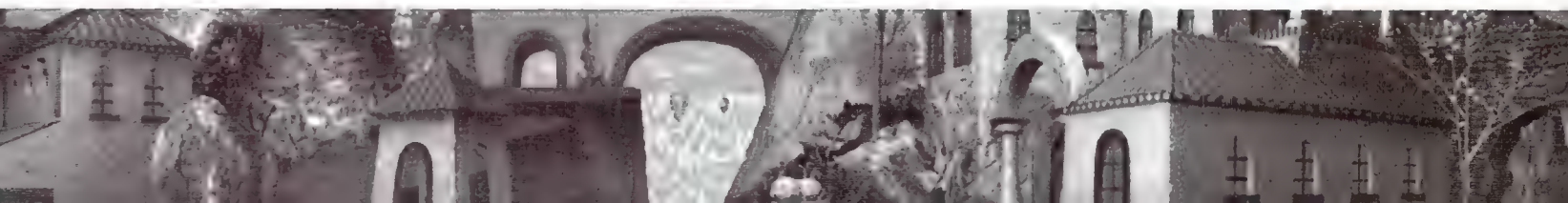
Talk to Rakeesh and discuss all topics. Note that you can find Rakeesh during the day basking in the sun near the Arena. Cross the room and exit the Hall of Kings.

Nob Hill (Sunning Rock)

Talk to Rakeesh. He gives you the Katta Pin and tells you about an invading army of Hesperian Mercenaries on Marete. Go back to the spinning Wizard's hat portal.

Portal to Erasmus

Open your inventory, select Spells, and drag the Trigger Spell down to your Belt. Cast Trigger on the magical portal to teleport back to Arcane Isle.



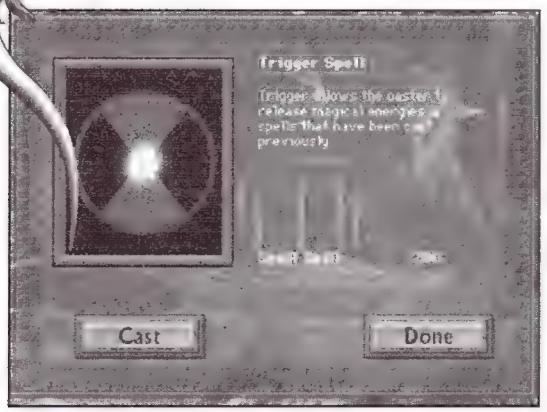


Figure 4-2 *When you cast the Trigger Spell on the portal, you zap right to Arcane Isle, home of Erasmus. Don't mess with the Archmage's clouds; tell the truth.*

Arcane Isle (Cloud Entrance)

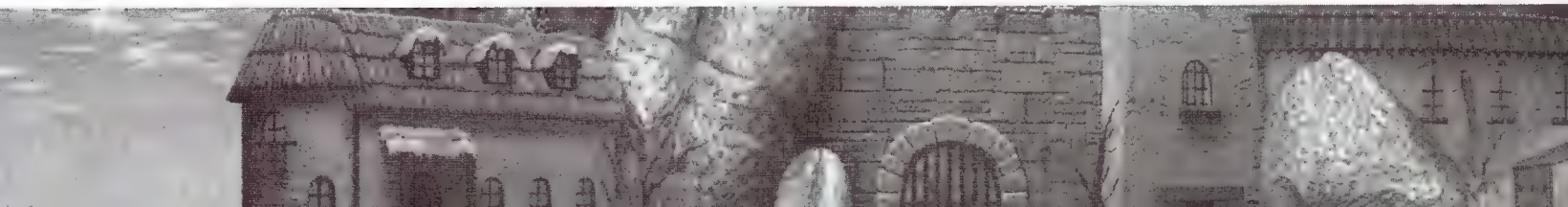
Approach the cloud and answer honestly its "questions three"—your hero's name, your quest to save Silmaria, and the meaning of life (which, of course, is to respect Wizards and fulfill their every desire). The cloud lets you pass.

Home of Erasmus

Approach the entrance. Click on the door and select Open the Door. Twin metal dragons pull it open and you enter automatically. "Swim" across the room to Erasmus and talk to him. Then return to Silmaria through the portals.

Nob Hill

Head southwest to the bulletin board. Read the postings on the bulletin board. (This is something you should do regularly.) Go through the passageway arch just left of the bulletin board. This leads down a stairway to the Town Square.



Town Square

This is the commercial center of Silmaria. (For a look at the layout, see the map in Chapter 1.) Approach the building with the winged lion statues just to the right of the stairs—the Bank of Silmaria.

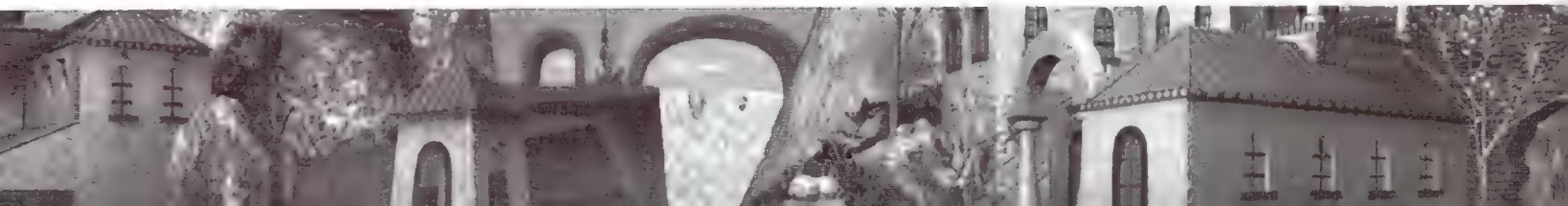
Bank of Silmaria

Talk to Sam the Banker and discuss all topics. He recognizes you and confirms the existence of your savings account. Exit to the Town Square, cross over the aqueduct, and enter the Magic Shop (the building with the big eye).

Magic Shop

Walk to left side of the raised platform. The proprietor, Shakra sah Tarna, a Liontar and son of Rakeesh, appears and speaks. Talk to Shakra. He has much good information for fellow Wizards. Buy 10 bottles of Mana Pills. Buy the Mystic Magnets. Read the book on the table at far left. It tells of a dragon bound by magic beneath the island. Keep clicking on the book to read all the text.

Figure 4-3 *Purchase Mana Pills at the Magic Shop and read about the magic binding the Dragon of Doom.*



Town Square (Marrak's Food Stand)

Approach the food merchant's cart. Click on Marrak (the Katta juggling bananas) and talk to him. Marrak describes the town's layout in great detail. Purchase some fruit. (I recommend 20 drachmas' worth.) Go through the archway just right of Marrak's stand. This leads to the Docks.

Docks

(For an overview of the Docks area, see the map in Chapter 1.) Go down to the shore, and then head screen-right. Go past the Weapon Shop up the hill to the Famous Adventurer's Correspondence School.

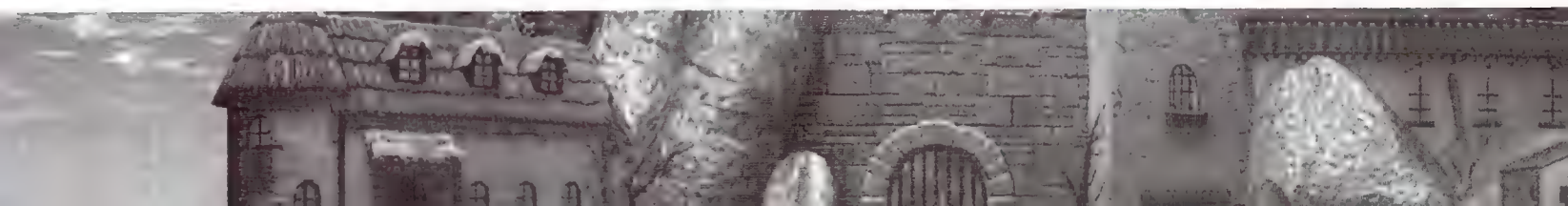
FACS

Talk to the Famous Adventurer. Click on the books stacked on the table in the near-right corner of the room. Select "Borrow a Swim Manual" to get a *Handbook of Swimming*. Click the *Handbook of Swimming* on your hero. Your character "reads" the handbook, gaining a basic idea of how to swim. (If you press C to bring up your Character stats, you see you've accumulated 100 points worth of the Swimming skill.) Exit to the Docks.

Docks

Before 5 P.M., throw some Flame Darts around the Docks area to build your Magic skill. (Don't hit any innocent bystanders.) After 5 P.M., enter the Dead Parrot Inn (the building to the left of the Weapon Shop).

Figure 4-4 *When you have spare time, toss Flame Darts or Force Bolts to build your Magic skill.*



The Dead Parrot Inn

Talk to Arestes, the one-armed seaman sitting alone at the table on the main floor. Talk to Budar the Bartender. You also meet Nawar the Dancer. Buy two mugs of ale from Budar, and then offer one to her and one to Nawar. They're impressed by your gallantry, and you gain some Honor points. Cross the room to the right and climb the stairs to the balcony area.

Right Balcony

Talk to the man in the dark cloak sitting at the table near the top of the stairs. Gregarious, isn't he? If you give him an ale, he'll talk a bit more. Go back downstairs, cross the room to the left, and climb the stairs (left foreground) to the smaller balcony.

Left Balcony

Talk to Ferrari (the sitting fat man). Talk to Ugarte. Exit, climb the hill to the left of the Inn, and go through the archway to the West Side of town.

West Side

Cross the bridge and continue left past the guard barracks and the west gate to Gnome Ann's Land Inn.

Gnome Ann's Land Inn (Downstairs)

Talk to Gnome Ann and introduce yourself. You learn that your room is paid up through the month. Click on the table to sit for a meal. Try to climb the stairs. Ann gives you a room key. Climb the stairs and unlock the rightmost upstairs door.

Land Inn (Your Room)

Place one of the two Mystic Magnets (purchased at the Magic Shop) in your bedroom's storage locker. Now, whenever you use the other Mystic

Magnet on yourself, you instantly teleport back to your room at the Inn. Click on the bed and sleep until morning.

Day 2: Visit Science Island

Rise and shine! Have some breakfast downstairs. Then exit the Inn and cross the bridge to the Adventurers Guild.

Adventurers Guild

Read the logbook near the door. Note the other adventurers here for the Rites of Rulership—Elsa von Spielburg, Magnum Opus, and Kokeeno Pookameeso. Sign the logbook. Read the postings on the bulletin board just above the logbook. The Apothecary is looking for Pegasus feathers. Also, Sarra the Bead Merchant seeks a lost wicker basket, last seen on a beach southwest of Silmaria. Cross the room and talk to Toro, the Guildmaster. Exit and go to the Docks before noon.

Boat Dock

Andre, the sole remaining Silmarian fisherman, can be found on his boat anytime before noon each day. Eventually, Andre and his boat will provide handy transportation. But for now, just talk to Andre.

Weapon Shop

Talk to Pholus the Weaponsmith. Purchase a spear. Then head up the hill to the right and go through the portcullis gate.

Pier (Gondola to Science Island)

Pull the lever near the windmill. This engages the windmill gears, starting the motor and gondola. Click on the lever on the blue brake box (just right of the control hut) and select Use Force on the Lever. The lever snaps off, splintered. (This is unavoidable.) Use a spear (purchased at

Figure 4-5 *To release the gondola brake, hop aboard and toss a Force Bolt at the brake box.*

the Weapon Shop) on the blue brake box to create a makeshift brake lever. Pull the spear/lever to release the brake.

After the gondola makes the turn toward the pier, pull the spear/lever again to reset the brake and stop the gondola next to the pier. Hop into the gondola. Cast a Force Bolt at the brake control box to release the brake. The gondola ferries you to Science Island automatically.

Science Island

Hop out of the gondola. Click on the Science Academy Quiz display screen (on the wall between the enormous gear and the circular platform). Take the test. Don't cheat. Well, OK, the answers are as follows:

2. To Discover the true Meaning of Life, the Universe, and Everything.

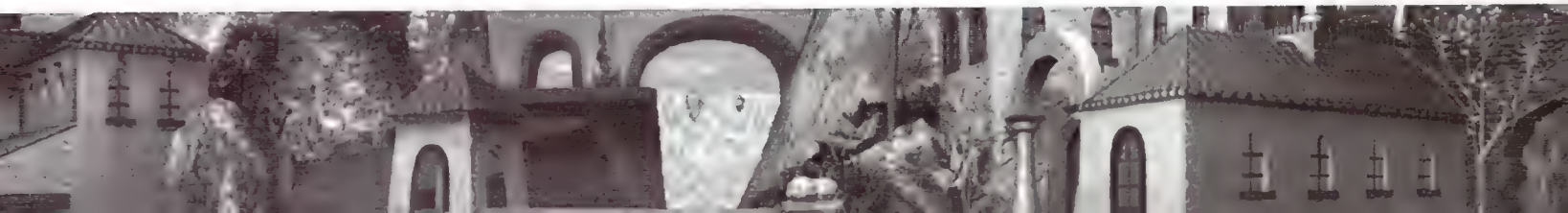
D. All of the Above.

3. A diploma from the Academy of Science in Silmaria.

D. All of the Above.

1. Without Science, the world would be destroyed by ignorance and superstition!

When you answer the quiz questions correctly, the enormous gear rotates so the gap in the gear is at the bottom, providing an entrance into the Science Lab. Walk through the gear opening into the institute.



Science Institute

Cross the room and talk to Dr. Pretorius (sitting at the table). Note that he won't let you examine anything in the lab until you get serious about science. How can you prove yourself? Cross the room and examine the pizza chart. Artichoke and anchovy! Hmmm. Click on the screen next to the pizza chart to take a Science Aptitude Test. Here are the Wizard answers:

3. A curve formed by the intersection of a cone with a plane.
B. A branch of mechanics dealing with fluids and gases
2. The surface area of the top of a pizza pie on which the slices are *R* long.
C. Astronomical Unit, or about 93 million miles.
3. A single-cell organism.

If you answer all five questions correctly, you earn a Secret Scientific Laboratory Access Code you can use to enter the Secret Science Laboratory. Unfortunately, Gort, the big fellow upstairs, won't let you near the access panel. You'll have to wait until some later date when Gort is gone.

NOTE

The Secret Scientific Laboratory Access Code changes from game to game, so I can't just give it to you here.

Exit the lab and ride the gondola to ride back to the pier. Proceed to the Town Square.

Marrak's Food Stand

Purchase one artichoke pizza from Marrak. Wouldn't *anchovies* go nicely with it?

Apothecary Shop

Talk to Julanar. When you say good-bye, note that she offers to heal you if you're ever injured. Talk to Salim. Buy 10 bottles of Healing Pills from Salim. If you try to buy Stamina Pills, you learn Salim can't make more until he has Pegasus feathers.

Town Square (Sarra's Bead Stand)

Cross the bridge and go to the Bead Stand run by Sarra, Marrak's wife. Talk to Sarra.

Wolfie's Artesan Stand

Go left to the Artesan Stand run by Wolfie the Canine. Talk to Wolfie. Purchase three amphorae and a map.

Nob Hill (Magic Portal)

Go to the magic portal and cast your Trigger Spell on it to transport to Arcane Isle.

Arcane Isle

This time the Wizard is expecting you, so you pass right through the cloud guardian. Enter the house and follow Fenris. After Erasmus makes his grand entrance, talk to him. Ask him about magical spells and he'll give you the Whirlwind Spell. Use your Mystic Magnets to return to your room at the Land Inn.

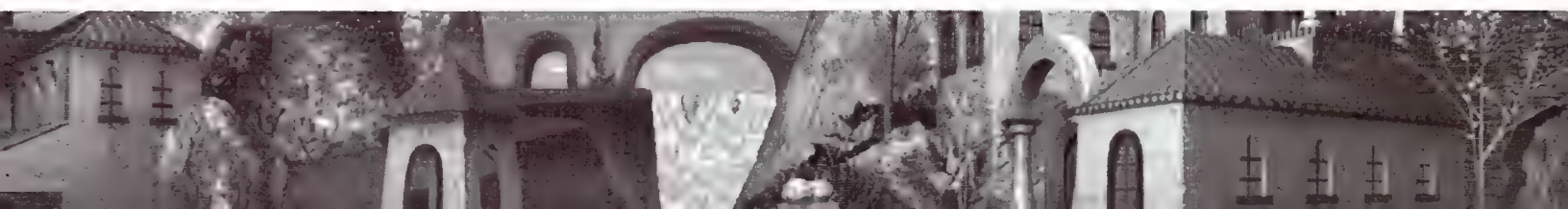


Figure 4-6 *Today, Erasmus has a nice little Whirlwind Spell for you. Wizards should visit the old fellow regularly.*

Around Silmaria

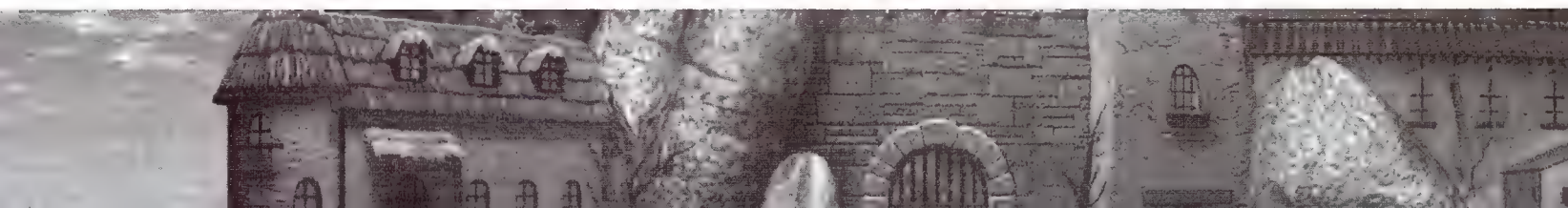
If you still have daylight hours, practice your Magic skill until evening.

The Dead Parrot Inn

Go upstairs to the left balcony and talk to Ugarte, who sits alone. He looks kind of depressed, doesn't he? Teleport back to your room.

Land Inn

Go downstairs for some supper at Ann's table. Go back to your room and sleep until morning.



Day 3: Solve the Bank Robbery

Somebody robbed the Bank of Silmaria last night! Lots of innocent people (including you) lost their life savings. What sort of lowly, felonious scum would do such a thing? Here's your chance to be a hero and, in the process, earn the reward money. After breakfast, head straight to the Bank.

Bank of Silmaria

Talk to the Banker to learn about the robbery. Note that the thief "spilled coins and left things a mess." Get the interesting toolkit on the floor. Show it to the Banker.

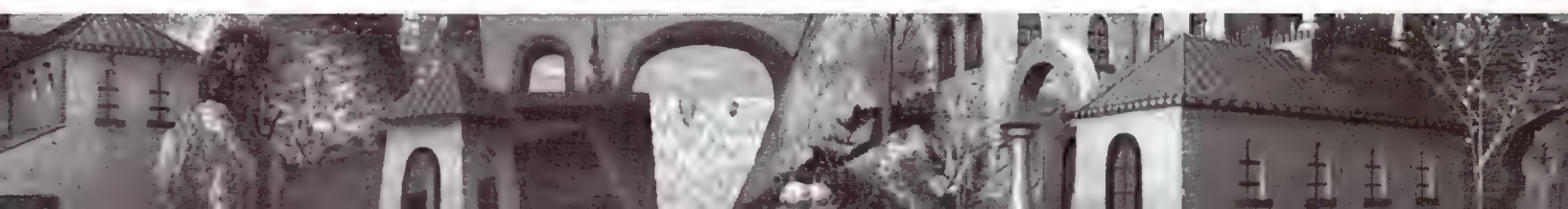
Magic Shop

Talk to Shakra. He suggests you find some magical wood for a new Magical Staff, a powerful Wizard's tool. When you select Teach Shakra a Spell, sell off your Frostbite and Aura spells; you need a little spending money. Show the interesting toolkit to Shakra. He suggests you show it to Erasmus.

Arcane Isle

Travel the usual route—casting a Trigger spell on the Nob Hill portal, and so forth—and talk to both Erasmus and Fenris. Show Erasmus the interesting toolkit. After Erasmus casts a spell on it to reveal a clue—a single hand—talk to him again. He tells you somebody stole the Prophecy Stone from his house. (Remember what you read about that in Shakra's shop?) Talk to Fenris, too. Can you stand one more cheesy pun about hands, wrists, and arms?

Now you have some time to kill. Go to the practice area outside the west gate.



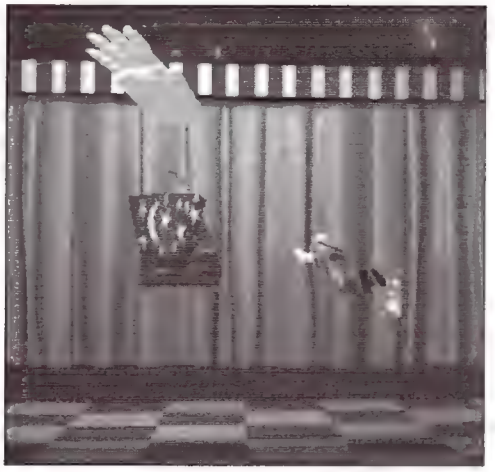


Figure 4-7 *Erasmus gets a big hand out of the interesting toolkit. This clue will help you identify the bank robber.*

Outside the West Gate

Practice spellcasting until evening. Take Mana Pills when you run out of mana. Rest or eat fruit when you run out of stamina. At 5 P.M., go to the Dead Parrot Inn.

The Dead Parrot Inn

As you enter, notice Arestes, the one-armed seaman, exiting the Inn. Think about the clue from Erasmus—one big hand. Could this point to Arestes as the thief? Follow Arestes to the West Side.

West Side (Bridge Tower)

Watch Arestes enter a secret door at the base of the bridge tower. Go to the secret door. Cast Detect Magic on the door to sense a magical trap. Cast Trigger on the door to set off the trap. Cast Open on the door to open it.

Figure 4-8 *Follow Arestes, the one-armed man, to the secret door at the base of the West End bridge tower. Then cast spells to enter and apprehend the thief.*

Thieves Guild

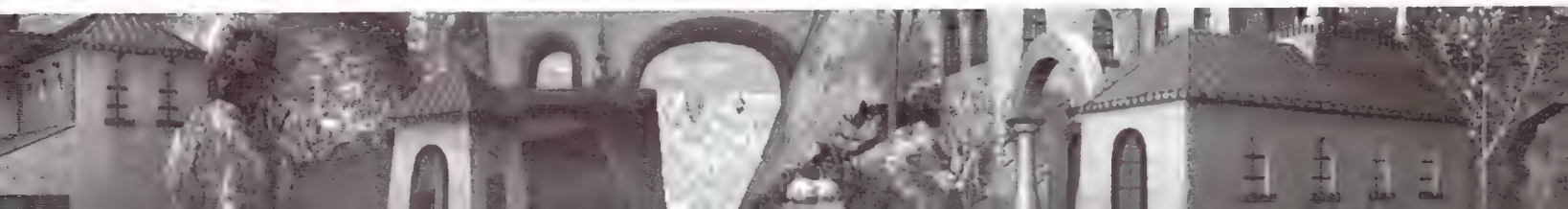
Enter and talk to Arestes. When you tell him about Erasmus, he relents and allows you to take him into custody for the bank robbery. You end up at the Bank of Silmaria automatically the next morning.

Day 4: Travel to the Pegasus Nest

The Apothecary's Stamina Pills are very, very good for you. But, again, if you try to purchase these from Salim, you learn he can't make more until he gets some Pegasus feathers. So let's take a little excursion north today. Of course, you'll start Day 4 by collecting your reward for nabbing the bank robber, Arestes.

Bank of Silmaria

Talk to the Banker. He tells you the reward money, 2,000 drachmas, already has been deposited in your savings account.



Magic Shop

Buy 20 bottles of Mana Pills. Buy the Boom and RIP spells, and don't forget to bargain the prices down.

Boat Dock (Andre)

Talk to Andre. In particular, ask about fishing, small fish, and then anchovies. (Remember to keep scrolling down the list of questions using the scroll bar at the right.) Andre will give you some anchovies. In inventory, combine the anchovies with the artichoke pizza to create an "A. & A. Pizza." Head up the hill to the FACS.

> **NOTE**
>
> **The FACS doesn't open until 9 a.m. If you get there before 9 a.m., cast a few spells to kill time and build Magic skill, or toss around a few rocks to build Strength.**

FACS

Talk to the Famous Adventurer, noting his wistful reference to "taking a drink from the Hippocrene." When you tell him about yourself, he tells you about the Pegasus. He asks you to bring him some of the water from the Hippocrene stream near the Pegasus nest.

Town Square (Markak's Food Stand)

Stock up on fruit, if you're low. You're about venture out of Silmaria across Marete and you need provisions.

West Gate

Arestes is visible in the jail window. Talk to him. Exit Silmaria through the west gate. *Save your game here*! Walk to the far right to access the map overview.

Map Overview

Head northwest up the Marete coastline. Get ready for combat with the likes of Weirdings, Goons, Granglers, Dragonlings, Goremen, Boarmen, Batties, Cougarmen, and Shades. Keep working your way to the northwest.

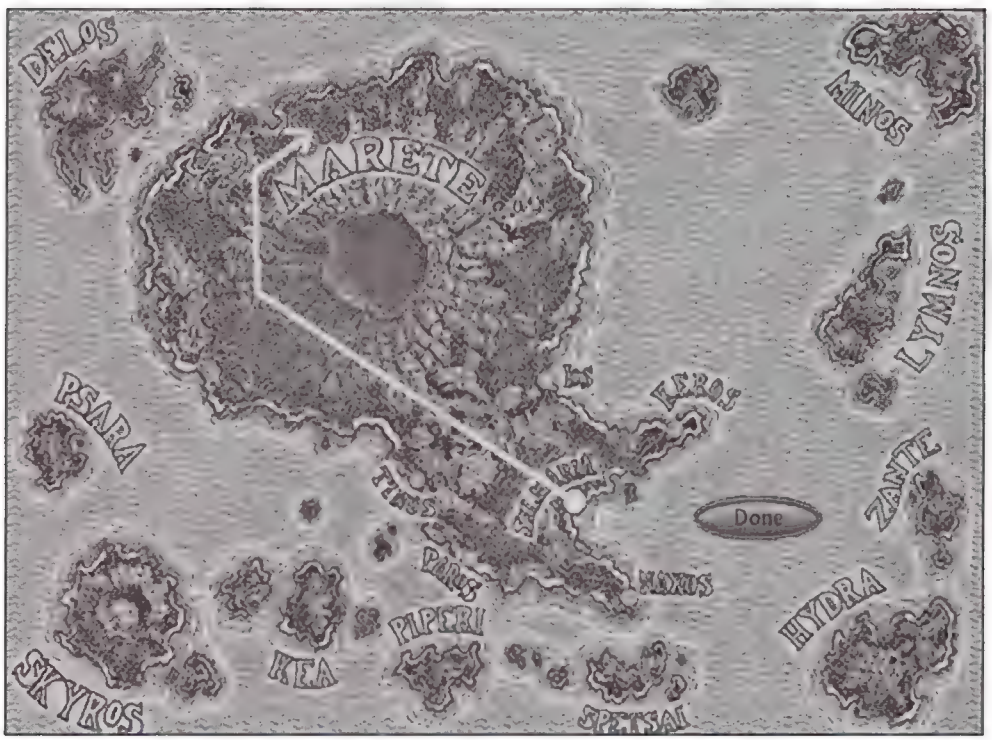
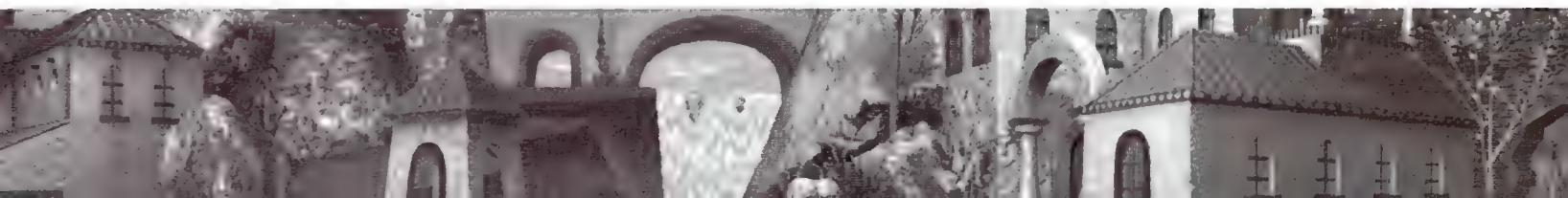
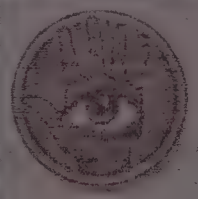


Figure 4-9 *From Silmaria, head northwest across the island of Marete. Monsters abound, so keep good combat spells like Protection, Boom, Flame Dart, Lightning Ball, and Force Bolt in your Belt.*

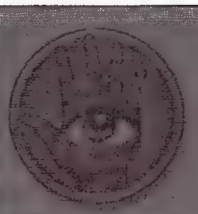




TIP

When enemies attack, cast Protection to shield yourself, run some distance from the attackers, and then toss offensive spells at them—Flame Dart, Force Bolt, Lightning Ball, and Boom.

Whenever you kill an attacker, remember to search its mangy, flea-bitten corpse for treasure or inventory items. If you get seriously wounded, take Healing Pills. When in doubt, retreat from combat. Eat fruit or a gyro if you get hungry. When you get sleepy late at night, cast the RIP Spell to protect you from roving monsters as you sleep.



TIP

Use the RIP Spell to sleep when wandering Marete outside the gates of Silmaria.

Day 5: Feathers from Pegasus Peaks

After a good night's sleep under the protection of the RIP Spell, go to the Pegasus nest in the northwest section of the island. To do so, walk your hero over the horse-head icon on the overview map.

Pegasus Nest

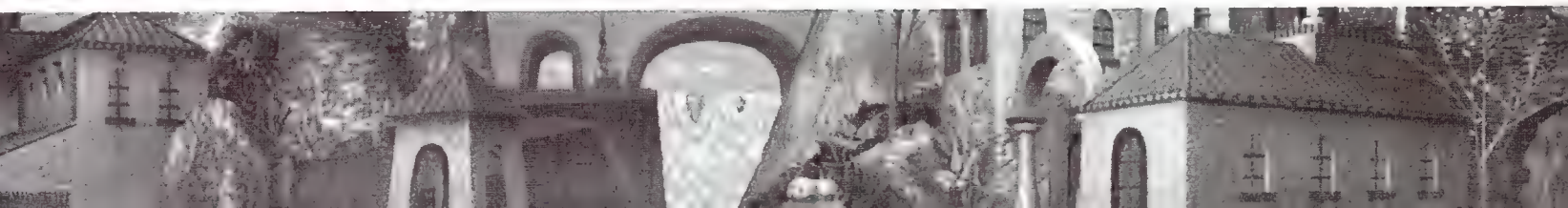
Walk down to the bottom of the hill and go screen-right (south) around the far side of the peak. The camera angle changes. Approach the Hippocrene stream running in front of the peak. Click *two* amphorae on the stream to get two helpings of Hippocrene water.

Figure 4-10 *Cast Levitate to reach the ledge of the peak next to the Pegasus nest.*

NOTE

One amphora of Hippocrene water is for the Famous Adventurer, as he requested. The other will be used much later, but getting it now saves you a trip.

Walk to the base of the trail on the Pegasus nest peak. Cast Levitate to lift yourself up to the first ledge. Walk up the winding path until you're directly beneath the second trail. Cast Levitate again. Cast Fetch on the feathers near the nest. Repeat this to get some extra feathers. (We took five handfuls, which equals 50 feathers. But don't get too greedy; Pegasus feathers weigh 15 quarks apiece—remarkably heavy, for feathers.)



If you neglected to get some Hippocrene water before your climb, you can get back down by using Pegasus feathers on yourself. You spin down to the ground! But if you already have the Hippocrene water, simply use the Mystic Magnet to return to your room at the Inn.

Land Inn

You should arrive home with plenty of daylight to spare. If so, have one of Ann's always-interesting meals downstairs, and then go to the FACS. However, if it's early evening, practice skills until late, and then return to sleep.

FACS

Give the Hippocrene water to the Famous Adventurer. He asks you to come back after he's quaffed the fabled fluid.

Weapon Shop

Sell any weapons and armor you scavenged from dead enemies to Pholus. Don't forget to bargain with him.

Apothecary Shop

Sell some (but not all) of the Pegasus feathers to Salim. Keep at least one handful (10 feathers) for yourself. Stock up on health items. First, buy 20 bottles of Stamina Pills. (Remember you can't buy these until you sell Pegasus feathers to Salim.) Then restock your supply of Healing Pills. Take a jalapeño pepper from the bunch hanging low in the back of the shop.

Town Square

Talk to Marrak at his Food Stand. Buy a pepperoni pizza. Stock up on fruit, if your supply is low.

Adventurers Guild

Check the bulletin board to learn that Salim now wants rare flowers or plants for poison cure purposes. Talk to Elsa von Spielburg. (Elsa is an old acquaintance from *Quest for Glory 4: Shadows of Darkness*.) Talk to Toro. He thinks highly of Elsa, his best friend. Now head back to the FACS. Surely the Famous Adventurer has sampled the Hippocrene waters by now.

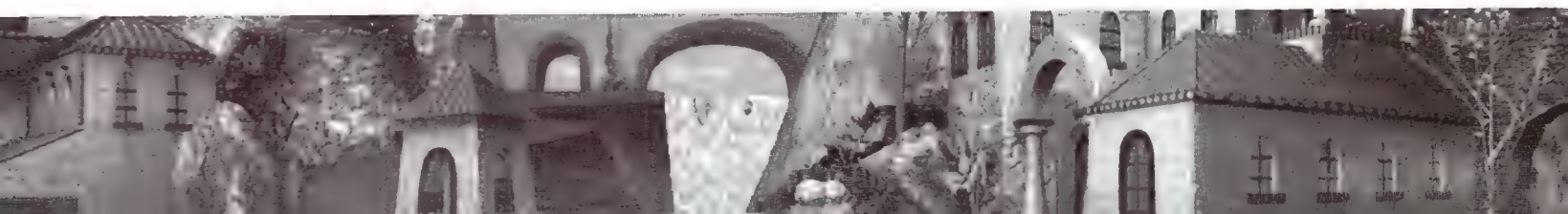
FACS

Click on the Famous Adventurer. In gratitude for the Hippocrene water, he gives you a scroll with casting directions for the Thermonuclear Blast Spell. (Don't practice this spell until after you save your game!) Talk to the Famous Adventurer. He's truly a new man.

Figure 4-11 *The Famous Adventurer gives you the Thermonuclear Blast Spell in exchange for your earlier gift of Hippocrene water.*

Around Silmaria

If you still have daylight or early evening hours left, practice your Magic skills until 6 P.M.



Science Island (after 6 P.M.)

Ride the gondola to the island and enter the Science Institute. (If you passed the quiz on the monitor outside the lab on your earlier visit, you can just walk right in.)

Science Institute

A different professor, Dr. Mobius, sits at the desk. (He takes the place of Dr. Pretorius after 6 P.M.) Check out the pizza pie chart on the wall. Jalapeño and pepperoni! Talk to the condescending Dr. Mobius. In inventory, combine the pepperoni pizza (purchased at Marrak's food stand in Town Center) with the jalapeño peppers you got at the Apothecary Shop. You create a "P. & J. pizza."

Give the P. & J. pizza to Dr. Mobius. Now you can walk around the lab and examine things, including that interesting "Flying Machine Prototype" hanging on the wall. Use the Mystic Magnets to teleport to your room at the Inn and sleep until morning.

Day 6: The Rite of Freedom

At last: a chance to prove your true heroic worth. Waste no time. Start your Day 6 in Silmaria with a trip to the Bank to enter the Rites of Rulership.

Bank of Silmaria

Click on the Banker and select Make a Transaction. Deposit extra drachmas to lighten your load; keep a few coins in inventory. Enter the King's Rite. Talk to the Banker. As Sam says, "The Hall of Kings awaits you, kid."

Hall of Kings

Click on the gate guard to enter. Your arrival triggers the opening pomp and ceremony of the Rites of Rulership. The first quest is the Rite of

Freedom. Each contender must free a Marete Island fishing village from the rule of invading Hesperian Mercenaries. The first contender to return with their liberated village's sigil (a ceramic symbol of the village) will be declared the winner of the first rite.

Your job now is to free Naxos from the grip of the Hesperian mercenaries, find the Sigil of Naxos, and return with it to the Hall of Kings as proof of your success. You're escorted from the Hall of Kings automatically.

Sunning Rock (Rakeesh)

Talk to Rakeesh. He briefs you on the Rite of Freedom, telling you where Naxos is located. He says you'll face "a small army." As a Wizard, you'll fare better in Naxos if you enter the fishing village after dark. So run a few errands now before you leave Silmaria.

Magic Shop

Talk to Shakra. He reminds you that you have many spells at your command, and advises you to avoid direct combat. Stock up on Mana Pills. I recommend at least 30 bottles of Mana Pills in inventory.

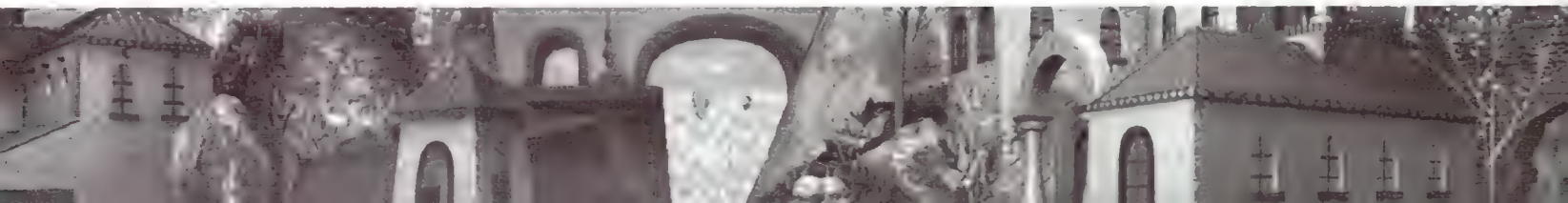
Apothecary Shop

Talk to both Salim and Julanar. Be sure you're well-stocked with health items before you leave. You should have at least 20 bottles of Stamina Pills, 10 bottles of Healing Pills, and a few bottles of Poison Cure Pills in your inventory.

Boat Dock (Swimming)

Click on the water beneath the dock to hop in and build your Swimming skill. During this first dip, don't wander too far from the underwater ladder, and keep an eye on your Stamina rating. When it gets low, pop a Stamina Pill or head for the ladder to resurface.

At about 7 P.M., head up the hill to the West Side of town and exit Silmaria through the west gate.



Outside West Gate

Open the map you purchased from Wolfie to check Naxos's location. As you can see, it's not far south of Silmaria. Walk to the right to access the map overview.

Map Overview

Travel south along the eastern shoreline toward the tip of Marete's southern peninsula. At some point along the shore you leave the map screen and enter a beach scenario.

Southeast Beach (Basket)

Slay the monsters. Find the basket near the water's edge and take it. (Do you remember the note for Sarra's lost wicker basket posted in the Adventurers Guild?) At 8 P.M. or later, exit the beach area to return to the map.

Overview Map

Walk south to Naxos at the tip of the southern peninsula. Again, don't enter the village until darkness falls at 8 P.M.

Naxos (after 8 P.M.)

After you enter Naxos, cast Protection, and then cast Calm to pacify the nearest guard. Cast Hide and move cautiously to the tower. Cast Calm on the tower guard if he's moving. Hurry across the bridge and approach the leftmost building. Climb the ladder to the porch. Cast Protection again and open the door to enter the building.

Naxos Building (Entry Hall)

Quickly cast Dazzle to freeze the guards in this room. Hurry across the room. (You may need to cast another Dazzle Spell as you move past the guards.) Cast Protection again, if necessary, and open the door at the far left.

A NOTE ABOUT LIBERATING NAXOS

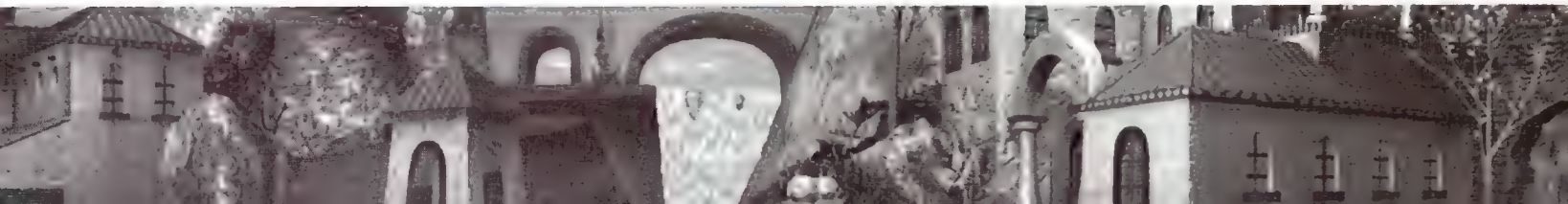
Our strategy for acquiring the Sigil of Naxos is a noncombative one. It's honorable, tricky, and kind of fun. However, you lose the opportunity to plunder Hesperian corpses for money and other spoils of war.

To lay waste the Hesperian forces, simply cast Protection to shield yourself and loose fearsome Lightning Balls on every guard you meet. When you confront multiple soldiers, cast Dazzle to freeze them, and then pick them off one by one with Lightning Balls. Keep an eye on your protective aura. Whenever it fades, quickly cast Protection again.

Naxos Building (Back Room—Chest)

Cast another Dazzle Spell to freeze the guards in this room. Open the large chest and take the 500 drachmas, the Atlas Armband, and, most important, the Sigil of Naxos. Quickly, use the Mystic Magnet on yourself to travel back to your room at the Land Inn. Congratulations. You just "liberated" Naxos.

Figure 4-12 *To complete the Rite of Freedom without bloodshed, cast Dazzle to freeze the Naxos invaders long enough to loot the chest and teleport home.*



Land Inn (Your Room)

Sleep until morning.

Day 7: Deliver the Sigil of Naxos

You freed your village much sooner than the others, so run a few errands before reporting to the Hall of Kings.

Land Inn (Your Room)

If you laid waste the Hesperians in Naxos, you're probably overloaded with shields and other booty. Immediately, go to the Weapon Shop to sell off plundered stuff.

Weapon Shop

Sell off excess weapons and armor.

Town Square

You probably need to replenish your supply of various pills at the Apothecary and Magic shops. Then go talk to Sarra the Bead Merchant at her stand. Give Sarra her missing basket—the one you found on the beach southeast of town. As a reward, she gives you a shell necklace (called "Beads" in your inventory). Talk to her again.

Go talk to Marrak at his Food Stand. He may pass on the rumor that Ferrari is not a man to trust.

OK, enough dallying. Time to head to the Hall of Kings. You want to be the first one back with your village sigil!

Hall of Kings

Deliver the Sigil of Naxos to the guards to trigger the completion of the Rite of Freedom. Logos proclaims you victor and reports one of your com-

petitors, Kokeeno Pookameeso, was killed outside the city near a broken Dragon Pillar. He dismisses the contenders to rest up for the next rite.

When you return to the Hall of Kings, Logos announces the Rite of Conquest. General Claudius leads the Hesperian Mercenaries. He makes his headquarters on an island near Marete. Your mission—find his fortress, defeat Claudius, and return with his shield as proof of your victory.

Nob Hill (Rakeesh's Sunning Rock)

Talk to Rakeesh and discuss all topics. You learn more about Kokeeno's murder; Rakeesh has many questions about its mysterious circumstances. He also worries about the shadowy employer of the mercenaries. He asks you to seek evidence of his identity. Finally, he notes that once you defeat General Claudius, his troops likely will disperse.

Magic Shop

Purchase the Boom spell from Shakra.

Around Silmaria

If you still have daylight hours, practice casting spells until dusk to improve your skills. Then go to the Dead Parrot Inn.

NOTE

Remember, you have a skill level with each individual spell that increases each time you cast that spell. If you favor peaceful solutions, cast a lot of Calm, Hide, and Dazzle spells when you practice. If you prefer combat, practice your favorite offensive spells—Lightning Balls, Flame Darts, Force Bolts, and so on. And always practice your Protection and Resistance spells.

The Dead Parrot Inn

Go upstairs and talk to Ugarte. When you ask for information, he offers to find out more about the assassin—for a price, of course. For fun, click on Nawar and play Wheel of Fortune. Exit the Inn and walk up the hill to the West Side of town. Don't use your Mystic Magnets!

West Side

As you approach the bridge just past the Adventurer's Guild, Ugarte sneaks out to meet you. Talk to a very nervous Ugarte. He claims to know more about the assassin. But he wants 5,000 drachmas for this information. When you select Say Goodbye, the dark-cloaked assassin suddenly appears by magical means and tosses his poisoned blade into Ugarte! Use your Poison Cure Pills on Ugarte.

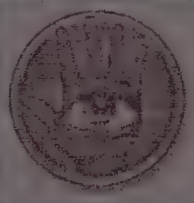
Your quick action saves Ugarte's life and triggers a guard's appearance. You end up in the Hall of Kings.

Hall of Kings

Speak with Logos about Ugarte's death. Afterward, use your Mystic Magnets to teleport home and sleep for the night.

Day 9: The Rite of Conquest

Sure, you fared well against the minions. But let's see how you do against the Hesperian honcho. After waking, go directly to Andre's boat at the Docks. (You must get there before noon or else he's gone for the day.)



TIP

Make sure you have plenty of Mana Pills before you embark on the Rite of Conquest.

Boat Dock (Andre)

Talk to Andre. He mentions a string of islands where the Hesperian mercenaries might be encamped. Rent the boat.

Map Overview

Sail around the tip of the southern peninsula and head west. Sifnos is a tiny island just southwest of Marete. (See figure 4-13.) Andre won't let you ashore until you have the cover of darkness, so you arrive at the Sifnos fortress at night.

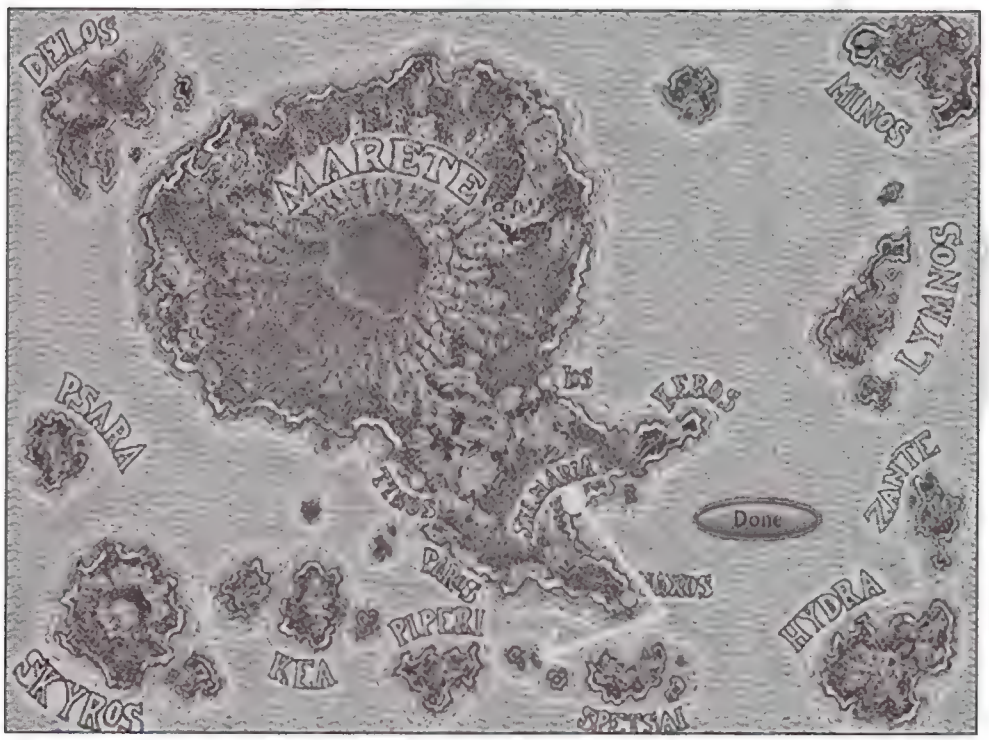


Figure 4-13 *Set sail for Sifnos aboard Andre's fishing boat. You'll find the tiny island off the southwest coast of Marete*

Sifnos Island (Exterior)

Save your game here! There are two ways to negotiate this rite—subtle and unsubtle.

Subtle Approach

Cast Hide and press [K] to sneak. Cast Calm to freeze the pair of patrolling guards. Sneak along the wall of the fortress, casting Calm every few seconds and renewing your Hide Spell when necessary.

As you approach the fortress stairs, cast Calm again to quiet the guards just around the corner. Cast Hide on yourself again. Sneak up to the base of the first landing of the stairway. Cast Levitate to rise to the landing. Cast Calm again, just in case, and then sneak up the stairs to the second landing. Cast Levitate again to float down to the small ledge. Sneak to the sewer pipe.

Cast Open on the sewer pipe grate. You automatically climb up the sewer into the fortress.

Unsubtle Approach

Cast Protection. Run toward the pair of patrolling guards and cast Dazzle. Blast them one at a time with Lightning Balls and run along the wall toward the stairs. More guards attack from around the corner. Cast Protection again. Alternate casting Dazzle to freeze the guards and Lightning Balls to waste them. Repair your Health and Stamina, and gulp some Mana Pills. Climb the stairs and enter the fortress through the main gate.

Inside the Sifnos Fortress

I recommend an unsubtle approach to your fortress assault: Cast Protection and then Dazzle. Keep alternating between Dazzle and your best offensive spell (Lightning Ball, Flame Dart, Force Bolt) to pick off guards one by one. *Get them all.* When you reach the far side, the Sifnos Wizard appears, and he's very tough. It's nice to face him without the distraction of archers firing arrows into your backside.

Figure 4-14 *Use a one–two punch of Dazzle and Lightning Ball to keep the Hesperian guards off balance inside the fortress*

How to Fight the Sifnos Wizard

The Centaur Wizard of Sifnos hurls painful Lightning Balls at you and teleports back and forth between battlements. Your best bet is to cast Reversal, and then cast Frostbite at the Centaur Wizard. (Be sure to put the Frostbite Spell's crosshairs directly on the Centaur to do the most damage.) If any Hesperian guards remain in the fortress, cast an occasional Dazzle to keep them blinded.

You can also try ambushing the Wizard by casting Boom spells on the corner to which he will next teleport. It's hardly sporting, but very effective.

This Centaur is no slouch. The exchange can take quite a while and burn up a lot of your pills and potions. When finally you destroy the Sifnos Wizard, General Claudius himself emerges, wielding a deadly Magic Axe.

How to Fight General Claudius

Cast Dazzle to halt the General's relentless advance, and then blast him with Frostbite or Lightning Balls. Keep up this combination until you defeat him. Your Dazzle Spells will keep any other Hesperians at bay, if you haven't killed off the guards yet. Important: *Keep your attack*

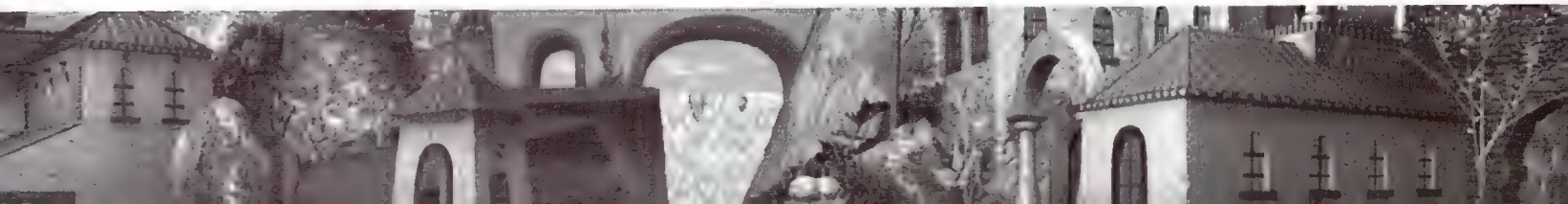


Figure 4-15 *The Sifnos Wizard's body yields up this very useful Augment Spell.*

focused on the General. When he goes down, you win the battle, and his leaderless troops disperse.

After the Battle

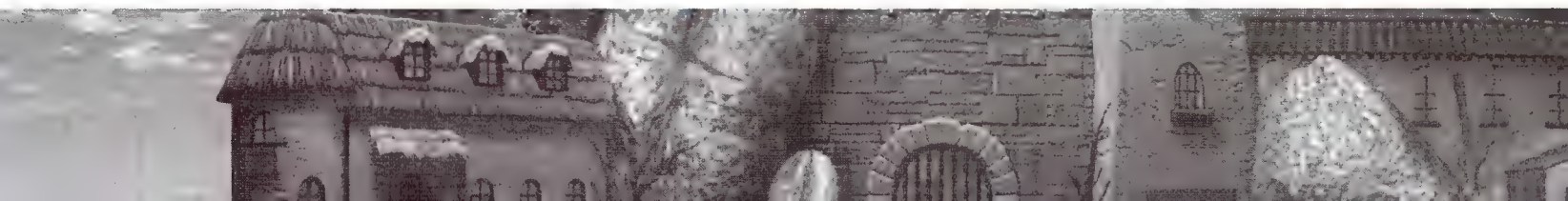
Search the General's remains for booty, including the General's Shield and his Magic Axe. (Remember, you need the shield to prove your victory in this rite.) Go upstairs and search the Sifnos Wizard's corpse to retrieve items, including a Magic Dagger and the Augmentation Scroll. Click the scroll on yourself to learn the spell. Be sure to search the bodies of any other soldiers you killed in the battle. Then use your Mystic Magnet to teleport back to Land Inn.

Land Inn (Your Room)

If you're overloaded, dump any heavy spoils of war in the storage chest. Sleep happily until morning.

Day 9: The Rite of Valor

You beat the other Rites of Rulership contestants to the General's Shield, so you have no reason to rush to the Hall of Kings with proof of your victory. Make a couple of leisurely stops before delivering the General's Shield. After breakfast, exit Silmaria through the west gate and walk screen-right to access the map overview.



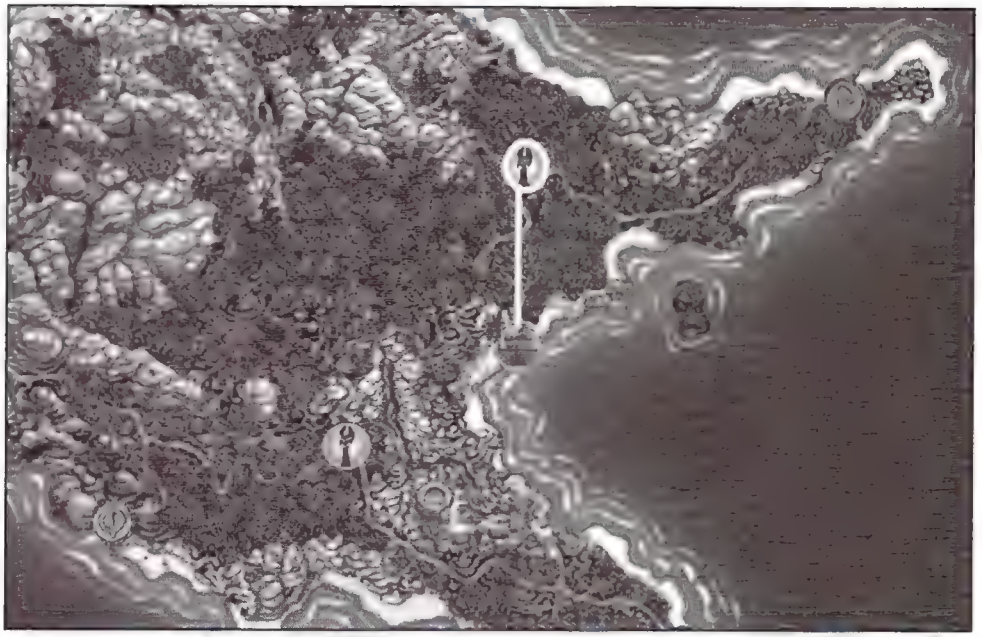


Figure 4-16
Go north from Silmaria to the red dragon icon.

Map Overview

Prepare for combat! Follow the road north from Silmaria until you walk onto the red Dragon Pillar icon.

Dragon Pillar (Beehive)

Kill the monsters. Click on the broken beehive to grab a big hunk of beeswax. Click on the shattered Dragon Pillar to read the inscription, "Broken by blood and words of darkness, the Dragon of Doom is no longer bound by this pillar." That doesn't sound good. Use Mystic Magnets to teleport home.

Land Inn (Your Room)

Take your load of booty—shields, swords, spear heads, and other spoils of conquest—from the storage chest and go immediately to the Weapon Shop in the Docks area. Don't dally. If you're overloaded, your Stamina rating will drop quickly.

Weapon Shop

Sell Pholus any extra equipment you picked up during your Sifnos sojourn, including the Magic Axe and the Atlas Armband. (Good Wizards avoid swordplay and stick to spellcasting.)

Apothecary Shop

Talk to Julanar to learn she's been tending to Ugarte and is perplexed by the main ingredient of the assassin's poison. Ugarte won't be well until an antidote is concocted.

Talk to Salim. He's working on an antidote and needs rare plants. Buy a few Health and Vitality potions.

Town Square

Talk to the various merchants to hear the latest rumors. Stock up on food items from Marrak if you're running low.

Bank of Silmaria

Lighten your drachma load by depositing most of your drachmas in your bank account. Then go to the Hall of Kings on Nob Hill.

Hall of Kings

Show the General's Shield to the gate guard. You transport into the Hall of Kings, where Logos heralds your victory, but announces yet another tragedy—the murder of Magnum Opus and the shattering of a second Dragon Pillar.

When the contestants return after a rest, Logos announces the next rite—the Rite of Valor—and your new quest—journey to Hydra, there to face the deadly three-headed dragon that gives the island its name. You must return with the Hydra's teeth to prove completion of this difficult task.

After the ceremony, you end up with Rakeesh at his sunning rock.

Nob Hill (Rakeesh's Sunning Rock)

Rakeesh points out that you can't sail to Hydra Island from here. You must find some other form of transport to reach the beast. Talk to Rakeesh. He says only a magical weapon can injure the Hydra. He also calls the death of Magnum Opus no mere assassination, but a "ritualistic murder." When you say good-bye to Rakeesh, the assassin strikes!

Use your Poison Cure Pills on Rakeesh. A guard appears, and you end up in the Hall of Kings with Logos. Rakeesh is still alive, but in the same deep coma-like sleep as Ugarte. You end up outside the Hall's outer gate. Go directly to the Magic Shop.

Magic Shop

Talk to Shakra about his father. Restock your heavily depleted store of Mana Pills. Buy a few Mana Potions, too. You can sell Shakra the Magic Dagger if you're low on cash, but I recommend you keep it as backup in case you run out of mana items.

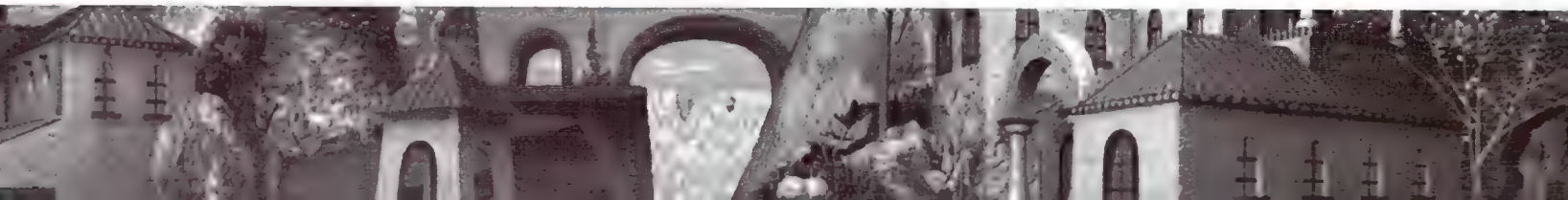
Apothecary Shop

Talk to both Julanar and Salim. They need the missing ingredient in the assassin's deadly poison before they can concoct an antidote. Julanar believes it's a rare flowering plant. If you're low on Poison Cure Pills, buy a few more.

FACS

Talk to the Famous Adventurer to learn how to fight the Hydra: Cut off its heads and burn the neck stumps to keep the heads from regenerating. Fun! Examine the big open book leaning against the stairs. It describes how Hercules defeated the Hydra by working with his nephew Iolaus. (Remember that Rakeesh mentioned even the greatest heroes could not defeat the Hydra alone.)

In the book, note also the tale of Daedalus. You must find a way to reach Hydra Island. From all reports, you must fly there. Daedalus "made



wings by placing wax and feathers on a wooded framework." You have feathers; you have beeswax. Where can you find a wooded framework?

Science Institute

In inventory, combine the anchovies (from Andre the fisherman) with the artichoke pizza (from Marrak's food stand) to make an "A. & A. pizza." Give the A. & A. pizza to Dr. Pretorius. He's most grateful, and he gives you license to look around. Approach the wing framework hanging on the wall behind Dr. Pretorius.

> **NOTE**
>
> **Before you fly off to Hydra Island, be sure you have one of Wolfie's amphorae in your inventory.**

Apply the beeswax (from the broken beehive near the Dragon Pillar) to the framework. Apply Pegasus feathers (from the Pegasus nest) to the waxed framework. Take the wings. You launch off the Science Institute ramp automatically and fly to Hydra Island.

When you land, walk onto the Hydra icon to enter the lair.

Hydra Lair

Fill an amphora with some of the glowing green sap flowing from the nearby tree. (Your inventory calls it "Goo.") Go down the hill into the lair and approach the Hydra. Cast Protection, and then try hurling spells at the beast. It's largely immune to magic, but your attack triggers the appearance of Elsa, who offers help. Click on the obvious answer: *Yes*!

Talk to Elsa. She agrees to do the cutting while you do the burning. Stand directly in front of the Hydra for the best angle. Each time Elsa whacks off a Hydra head, cast Flame Darts to cauterize the neck stump. When the last head falls and you torch its stump, click on the fallen Hydra head to get the Hydra teeth and Hydra scales.

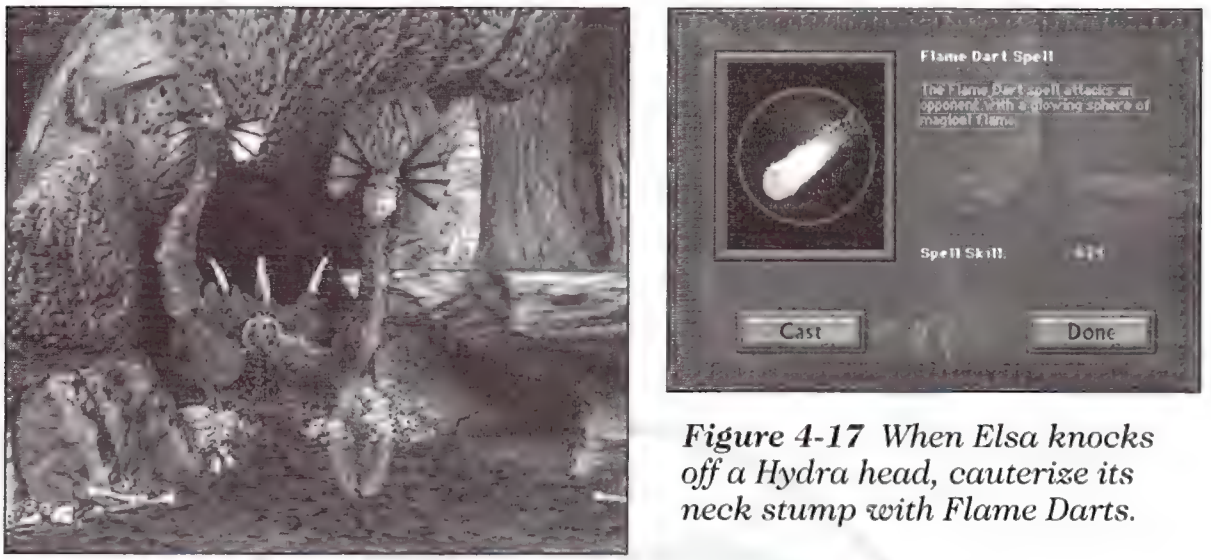


Figure 4-17 *When Elsa knocks off a Hydra head, cauterize its neck stump with Flame Darts.*

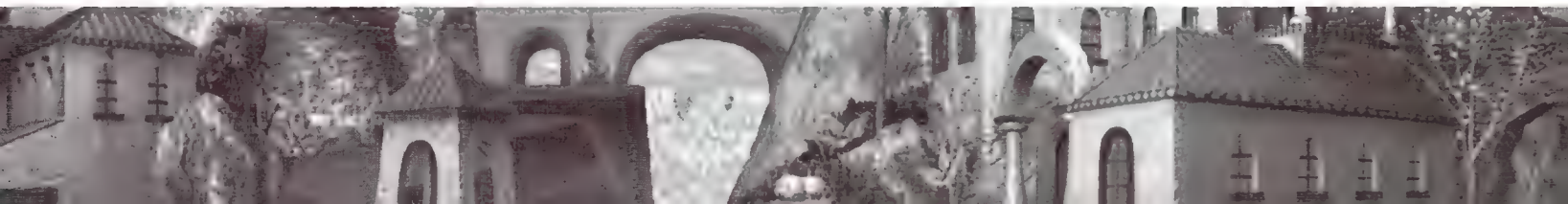
Talk to Elsa again. (She's right. It's not fair, is it?) Walk past the Hydra into the back cave.

Hydra Lair (Back Cave)

After Elsa gets a Magical Bow and bids you farewell, pick up all the drachmas. There are 1,000. Pick up the Magic Helm from the ground nearby. Walk left past the Hydra tail to see the sea chest. (Don't get too close.) Cast Trigger on the chest to explode the magical trap. Open the sea chest and take all treasure—2,000 drachmas, a Shrink Spell Scroll, a rope, and the Magic Chain Mail. Use the Shrink Scroll on yourself to learn the spell. Use the Mystic Magnet to teleport back to your room at Land Inn.

Land Inn

If it's before midnight—and it should be, if you're following this walkthrough—go downstairs and talk to Ann about her mortgage. You learn Ferrari is foreclosing on the Land Inn because Ann is behind on her loan payments. She asks you to talk to Ferrari for her. Have a meal, go back to your room, and sleep until morning.



Day 10: Prepare for the Rite of Destiny

Again, you have the only Hydra teeth this side of Bisbee, Arizona, so there's no rush to get to the Hall of Kings. Go downstairs and have breakfast. Then lighten your inventory load at the usual Silmarian places.

Weapon Shop

Sell all extra items, including the Magic Chain Mail and the Magic Helm. Wizards use Protection Spells for armor because armor interferes with spellcasting..

Apothecary Shop

Julanar and Salim announce the drugging of Erasmus as you enter the shop. Weird, man! Talk to Julanar to learn about the drugging. When you say good-bye, she gives you Magic Seeds.

Talk to Salim. Sell him the Hydra scales. Now he can produce Fire Proofing Potion. Buy at least one Fire Proofing Potion. Stock up on Healing and Stamina pills. You're probably depleted after tussling with the Hydra.

Bank of Silmaria

Deposit all the lovely extra cash in your savings account. Be sure to keep a few spare drachmas. You'll need at least one for the next rite.

Hall of Kings

Show the Hydra teeth to the gate guard. This triggers the meeting within the Hall, where Logos proclaims you victor in the Rite of Valor. Then, as before, you're dismissed to rest up for the next rite.

When you return, Logos announces the next quest, the Rite of Destiny. You must go to the island of Delos and seek the mysterious Sybil who foretells the future, and then return with proof from the oracle.

Nob Hill

Check the Nob Hill bulletin board for the latest news. You learn the murderer not only is killing people, but also is destroying the Dragon Pillars outside town. You also read that the Archmage Erasmus has taken ill and lies unconscious at his home.

Arcane Isle

When you visit here, Fenris awaits. Talk to Fenris to learn Erasmus ate chocolates—supposedly from you! When the rat offers the box to you, pluck it from the air. Use the Mystic Magnets to teleport home.

FACS

Talk to the Famous Adventurer. Discuss all topics to hear his advice about the Rite of Destiny. He suggests a "little gold offering" will help coax the Sybil. Note also that he seems quite excited at the notion of dancing with Dryads in their magical glade. However, you need an offering they can "really sink their roots into."

Click repeatedly on the stack of books in the foreground (just below the open book on the stairs) to see complete instructions for building a balloon.

Wolfie's Artesan Stand

Talk to Wolfie to hear all the rumors about the rites. Sounds like Elsa and her sponsor Minos aren't getting along. Ask Wolfie about flying, too, to learn of his painting. Buy the balloon painting from Wolfie.

Magic Shop

Shakra says Delos is far and you'll need to "fly without wings there." Talk to Shakra for more clues. He says you'll need a flying device you can control. Remember Wolfie's painting? But how can you control a balloon?

Marrak's Food Stand

Show Wolfie's balloon painting to Marrak. He offers to sell you his spare brazier. Buy the brazier.

Apothecary Shop

Give the box of drugged chocolates to Salim. Then use the Mystic Magnets to teleport to your room.

Land Inn

Take the spare sheet from your bottom drawer. (This is better than stealing the sheet from your bed, because you lose no Honor points.) Go downstairs and show Wolfie's balloon painting to Ann. Give Ann the sheet. She agrees to sew it into a balloon. Click on Ann. Select Tell about Wolfie. Ann says she'll talk to Wolfie about painting her Inn.

Around Silmaria

You have the rest of the day to kill while Ann sews the sheet for you. Go down to the Docks and practice your Magic and Swimming skills until 5 P.M., and then head for the Dead Parrot Inn.

The Dead Parrot Inn

Go up the stairs to the left and talk to Ferrari. If you've discussed the Land Inn mortgage with Gnome Ann, you can ask Ferrari about it. Ferrari says he'll hold off on foreclosing for a while, and offers you the Inn's deed in exchange for "something of great value." Teleport home and sleep until morning.

Day 11: The Rite of Destiny

Reaching Delos is tricky. Ready to travel?

Land Inn

Be sure you have your tinderbox, rope (from the Hydra's treasure chest), brazier (from Marrak), goo (from the Hydra's lair), Hippocrene water (from the Pegasus Peak area), and a few drachmas in your inventory. Go downstairs. Ann gives you the sewn sheet. Then have some breakfast and head into town.

Magic Shop

Talk to Shakra about Erasmus. Buy the Magic Charm Bracelet and equip it. Buy the Fascination Scroll and use it on yourself to learn the spell. Then head out to Science Island.

> **NOTE**
>
> **If for some reason you don't have any Hippocrene water, buy another amphora from Wolfie for the trip. Then you can stop for a fill-up at the Pegasus Peaks area on the way to Delos.**

Science Island

Enter and ride the lift to the balcony level. Go through the upper door out onto the circular platform. Click on the crane controls—the narrow glowing panel near the doorway—to bring up the crane control interface. Set Crane Extension to 100. Set Crane Rotation to 50. Set Claw Position to Closed. Click on Run. The claw drags the winged gondola out of the water and sets it on the circular platform.

Put the sewn sheet on the gondola. Put the rope on the gondola. Put the goo on the gondola. Put the brazier on the gondola. Use your tinderbox to light the brazier. Up, up, and away!

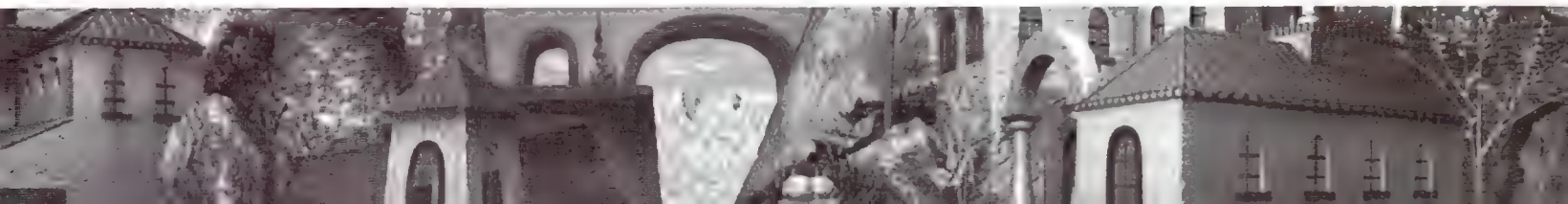
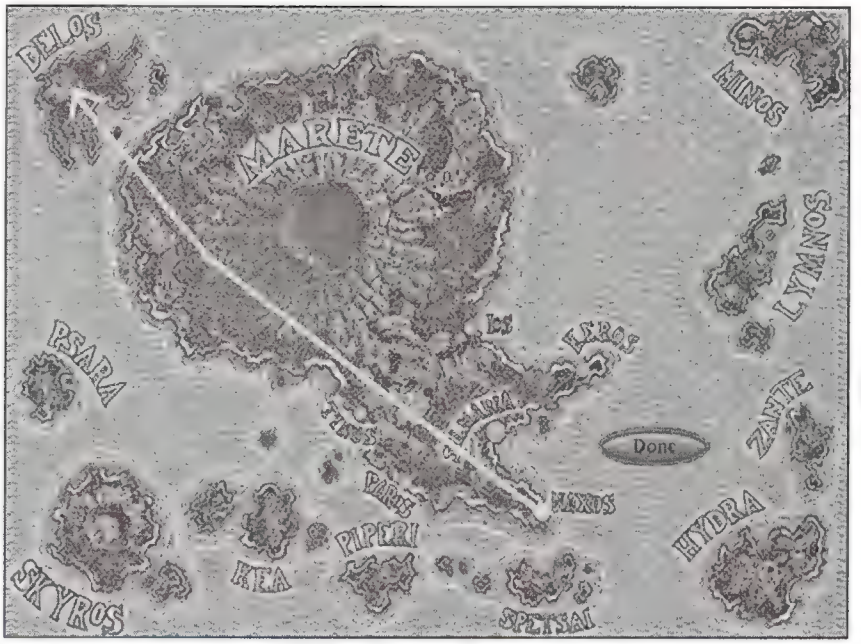


Figure 4-18 *Gondola, sewn sheet, rope, goo, brazier, tinderbox—and you're off to Delos via balloon. Here's the route*



Overview Map

Fly northwest to Delos, the island just northwest of Marete. (See figure 4-18.) Once you arrive at Delos Island, park your balloon near the Dryad (tree woman) icon in the southwest part of the island and walk onto that icon to enter the magical glade.

Dryad Glade

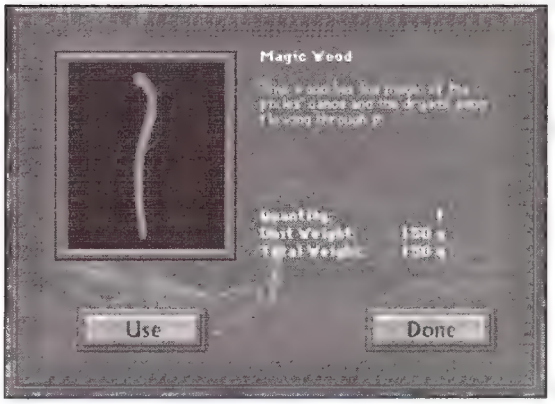
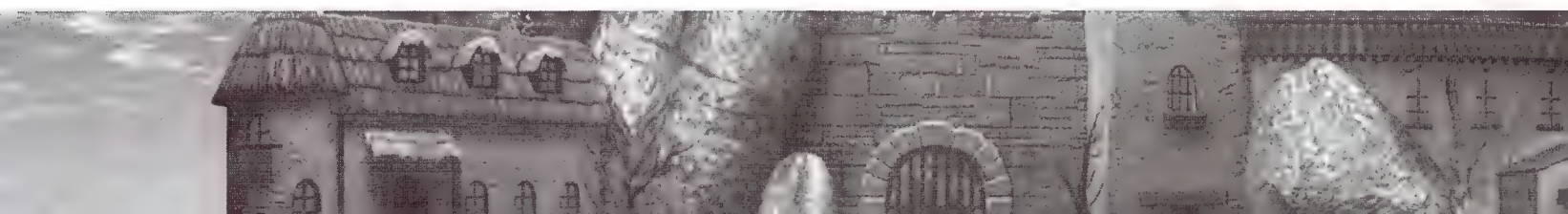


Figure 4-19 *After you dance with the Dryads, be sure to pick up their gift of Magic Wood. Just what you need for your Wizard's staff!*



Pour your bottle of Hippocrene water on each one of the seven beautiful Dryads in the glade. Enjoy the show. When it's over, the Pixies leave a gift. Take the Magic Wood. Exit the glade.

Overview Map

Walk across Delos to the marble statue icon in the northeast.

Delos (Oracle Room)

Important: Click on the leaning monolith (in front of the fountain) to read the inscription about Hades. Cast Fetch on the Black Lotus flower floating in the fountain to get it. Drop a coin in the fountain—that is, click a drachma on the water. Listen to the destiny the Sybil proclaims. When she's finished, she leaves a ceramic plate on the ground—your Proof of Destiny. Take the Proof of Destiny. Don't teleport back home! You still need the balloon. Instead, exit the room.

Map Overview

Walk back to your balloon, and fly it back to Silmaria. Stop near the city, click on the balloon to disembark, and walk onto the Silmaria icon.

Land Inn

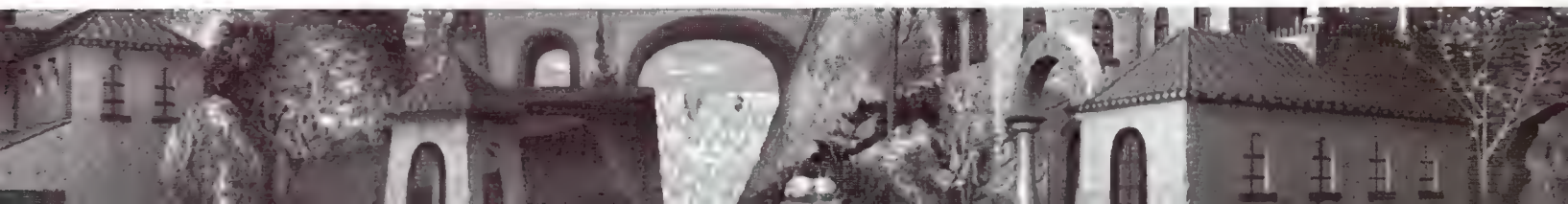
Sleep until morning.

Day 12: The Rite of Courage

Four Rites, four Prince of Shapeir victories. What's next? I hear the next rite is hell. Rise and head downstairs for breakfast. Wow! A new paint job. And Wolfie sits at a nearby table, proud of his work.

Land Inn

Talk to both Ann and Wolfie. Then head up to Town Square.



Wolfie's Artesan Stand

Wow! How did Wolfie get here so fast? Must be a dog thing. Anyway, talk to him. He'd sure like to see that balloon of yours. Then buy three more amphorae. It's a hell of a purchase, believe me.

Marrak's Food Stand

Buy a pizza (either kind). Buy a box of Sokolatak-ya. Be sure you have at least one gyro, too.

Apothecary Shop

Talk to Julanar and Salim to learn more about the drugged chocolate. Give Salim the Black Lotus. Restock your Healing and Stamina pills, if necessary. You'll need them where you're going.

Magic Shop

Give the Magic Wood to Shakra. He helps you create and summon a Magical Staff. Stock up on Mana Pills; I hate to say it, but this is your last chance to buy them. Buy 30 or 40 Mana Potions, too. (Try to save these potions for the endgame.)

Figure 4-20 *Give Shakra the Magic Wood from the Dryad glade. He helps you whip up a Magical Staff.*

NOTE

After this Magic Shop visit, Shakra may be unavailable for the rest of the game. Therefore, it's crucial you buy a lot of Mana Pills and potions now.

Hall of Kings

Show the Proof of Destiny to the gate guard. This triggers a gathering inside the Hall, where Logos announces your victory in the Rite of Destiny. After your dismissal for the usual rest, you return to hear Logos describe the next quest—the Rite of Courage.

Your new goal is to enter the gates of Hades, find the river Styx, and return with its water. As part of the deal, you get to meet Cerberus, the fearsome three-headed dogbeast and guardian of the underworld.

It just keeps getting better, doesn't it?

FACS

Talk to the Famous Adventurer. He tells you what you need to know to enter Hades. Then exit Silmaria through the west gate.

Overview Map

Head northwest across Marete to the horned skull icon. It's just up the coast from Tinos, at the south base of Mount Draconis.

Dragon Pillar (Bloody)

Note the corpse of the Silmarian guard lying in the stream—the mingling of water and blood. Use one of Wolfie's amphorae to get some of the fouled stream water. Walk to the far left, where it seems "the stream flows directly to the center of the earth from here." Pour the water from the amphora into the place where the stream flows into the ground. Earthquake!

Gate to Hades

Try to enter the gate. Cerberus emerges. Talk to the beast. Then bribe him with pizza, a gyro, and Sokolatak-ya. Enter the gate.

Hades (Entry Cavern)

Cast the Aura Spell. Lightning Balls work against the Shades and Lemures you encounter, but are useless against the deadly Manes; however, Manes are vulnerable to the Frostbite Spell.

Or you can simply run past the undead creatures, sprinting to the right of the screen. When the path splits, follow the narrower, right-hand path toward the front of the cavern. Continue under the arch and follow the twisting path. Eventually you come to a natural bridge.

Hades (Natural Bridge)

Wizards should cast Levitate to float down from the bridge. (If you can't levitate for some reason, make sure your Health rating is 100 percent. Then click on the lower path and select Jump Down. Ouch!) Now run under the bridge and go through the doorway at the rear right of the cavern.

Hades (Dragon Skeleton Cavern)

Renew your Aura Spell. Sprint to the left of the screen, tossing Lightning Balls at the Lemures and Shades, Frostbite at the Manes. Run the length of the dragon skeleton, exiting through its jaws.

Hades (Three Rivers Cavern)

Keep your Aura up. Run past more Shades and Lemures to another path fork. Follow the right fork (the lower path near the bottom of the screen) and continue to the swirling whirlpool where the three rivers converge. Just left of the whirlpool are the "sluggish" waters of the River Lethe. Click an empty amphora on the water to scoop up some of the river. It appears as "Lethe water" in your inventory.

Continue to the right, past the whirlpool, to the "swift" waters of the River Styx. (Watch out for the Manes that hovers in wait. Frost it!) Click another empty amphora on the river to get some "Styx water." Now run back around to the far side of the whirlpool. Follow the far path (at the rear of the cavern) to the right. Continue along that path—it's a long, long run—until you approach the Halls of Hades and meet the Guardian.

Halls of Hades

Listen to the Guardian of the Dead. You meet the souls of Erana and Katrina. Choose Katrina. (Or you can choose Erana; neither choice is wrong. But I suggest Katrina for Wizards and Erana as the Paladin's choice.) When asked, select Pay the Price. After the Manes beat the hell out of you, Katrina asks you to meet her on the island known as Zante. When you recover, take some Healing and Stamina pills.

> NOTE
>
> **If you choose Erana over Katrina, Erana asks you to meet her on Lymnos Island, which lies just north of Katrina's Zante Island.**

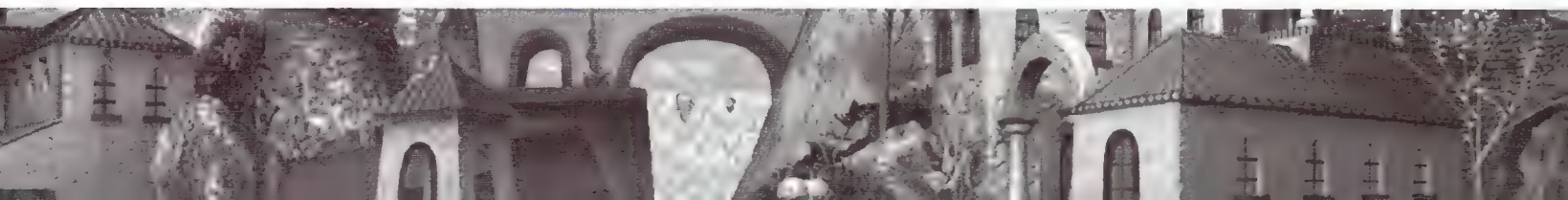
It's time to get the hell out. Unfortunately, your Mystic Magnets don't seem to work down here. Retrace your route all the way back to the Hades Gate and exit. When you step outside, another earthquake hits!

Hades Gate

The gate area transforms back to its original state. Now you can use your Mystic Magnets to return home.

Land Inn (Your Room)

Take the Chocolate Box from the chair. The candy smells suspiciously like "overripe fruit." Look familiar? Don't eat any! Sleep until morning.



Day 13: Courting Katrina (First Day)

Katrina asked you to come to Zante Island. Being a gentleman as well as a Wizard, you must comply. Besides, Katrina (another star of *Quest for Glory IV: Shadows of Darkness*) is an Archmage with strong magic on her side. Not to mention she's an ex-flame, of sorts. Exit Silmaria via the west gate and board your gondola balloon.

NOTE

If you released Erana from Hades, you should fly to Lymnos Island instead. Again, it lies just north of Zante Island.

Map Overview

Fly due east to Zante Island. (See figure 4-21 for the route.)

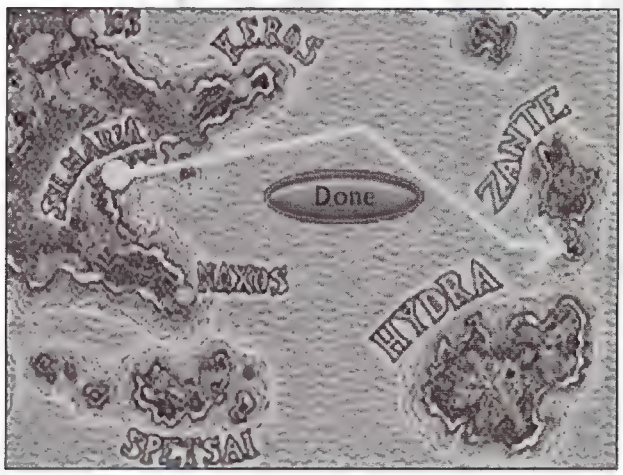


Figure 4-21 *Here's the route to Katrina's retreat on Zante Island.*

Katrina's Retreat (First Visit)

Knock on the doors. Talk to Katrina. When you ask about magic, she gives you the Dragon Fire Spell. After you say good-bye, fly your balloon back to Silmaria. You'll arrive quite late, so return to your room.

Land Inn (Your Room)

Sleep until morning.

Day 14: Courting Katrina (Second Day)

Wooing an Archmage is hard work, even for a hero. Each visit to Katrina costs you a full day because of the weird time displacement that makes you enter her retreat at 8 P.M. regardless of when you arrive at Zante Island. But don't worry, you have time right now. And Katrina is worth the effort, believe me.

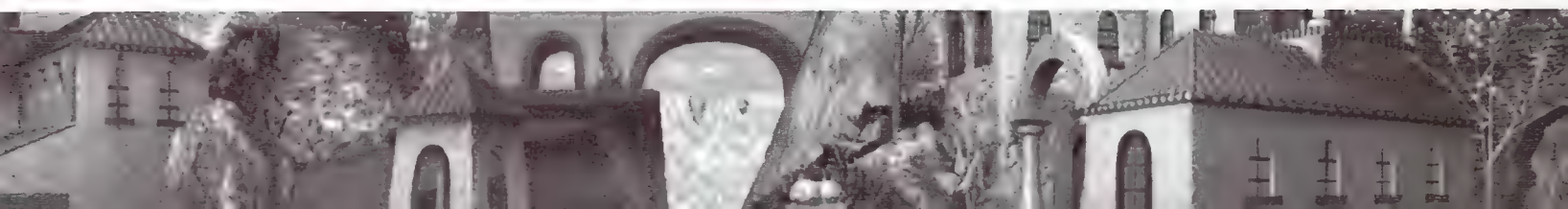
Land Inn

Go downstairs for breakfast. Before you leave, give the Magic Seeds to Gnome Ann.

> **NOTE**
>
> **If you saved Erana from Hades, give the Magic Seeds as a gift to her instead of Gnome Ann.**

Sarra's Bead Stand

Talk to Sarra. Buy the Hera's Ring.



Marrak's Food Stand

Buy another box of Sokolatak-ya.

Apothecary Shop

Pick some flowers outside the shop. When you enter the shop, Salim says he's added the Black Lotus to his Poison Cure Pills, and now they work as an antidote to the assassin's rare poison. He swaps your old pills for his new ones automatically.

Give the Lethe water to Salim. Julanar says it will help Erasmus and Shakra sleep properly, but won't bring them out of a coma. Give the suspicious Chocolate Box to Salim. Exit Silmaria through the west gate.

Map Overview

Fly your balloon back to Zante Island. Land and walk to Katrina's retreat. Again, time distorts and you enter the dark glade at 8 P.M.

Katrina's Retreat (Second Visit)

Talk to Katrina. Give her the flowers. Give her the Sokolatak-ya. OK, time to pop the question. Offer Katrina the Hera's Ring. Being an intelligent woman, she turns you down until you get to know each other better. (What were you thinking, man?) Exit and ride your balloon back to Silmaria. Once again, you return near midnight.

Land Inn

Sleep until morning.

Day 15: Begin The Rite of Peace

Events are unfolding quickly. The Dragon Pillars are coming down, and the Dragon of Doom soon may be loosed upon the world. You got the

first phases of your courting of Katrina (or Erana) done yesterday. Time to wrap up the sixth rite and move on to the final quest.

Land Inn

Go downstairs and talk to Gnome Ann. If you gave her the Magic Seeds yesterday, she's pretty excited about the results. Step outside the Inn. As Ann said, "Talk about flower power!"

Nob Hill

Before you go to the Hall of Kings, check the bulletin board (far-right notice) to learn that Shakra, owner of the Magic Shop, has been drugged to sleep, too.

Hall of Kings

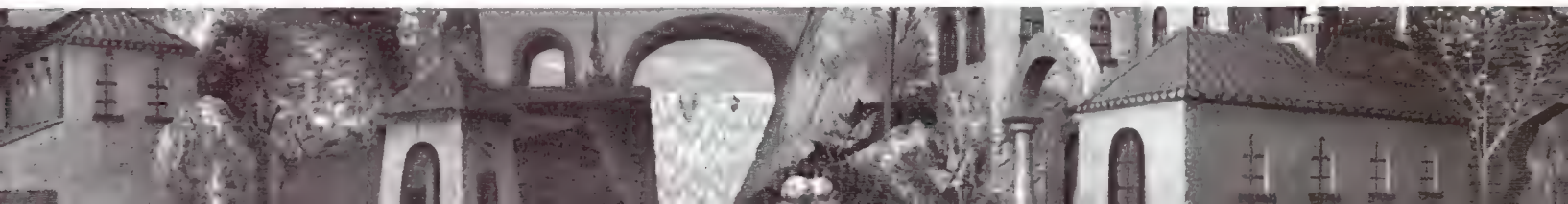
Show the Styx water to the gate guards. This triggers the ceremony concluding the Rite of Courage. Logos announces the next quest, the Rite of Peace. The Atlantean sea people known as the Tritons have been attacking Silmarian craft for mysterious reason. Logos calls on the contestants to speak with the Triton queen and forge a new alliance between Silmaria and Atlantis.

Apothecary Shop

When you enter, Salim has good news. The Lethe water has Erasmus and Shakra "sleeping like babies." Talk to Julanar and Salim to learn more. Stock up on potions and pills.

FACS

Talk to the Famous Adventurer. He indicates where you can find Atlantis—in the middle of Skyros Island—and notes its secret entrances. He also suggests flowers might go over big with the queen. Isn't it fortunate you just picked some? Exit Silmaria via the west gate.



Map Overview

Fly your balloon back to Katrina's retreat on Zante Island.

Katrina's Retreat (Third Visit)

Guess what time it is? 8 P.M.! Talk to Katrina. When you ask about Atlantis, she gives you a magical Water Breathing Amulet that lets you "breathe water as naturally as air." Exit and reboard your balloon.

Overview Map

Fly due west across the southern peninsula of Marete to Skyros Island—the island with the lake in the middle. (See figure 4-22.) You'll probably arrive well after midnight.

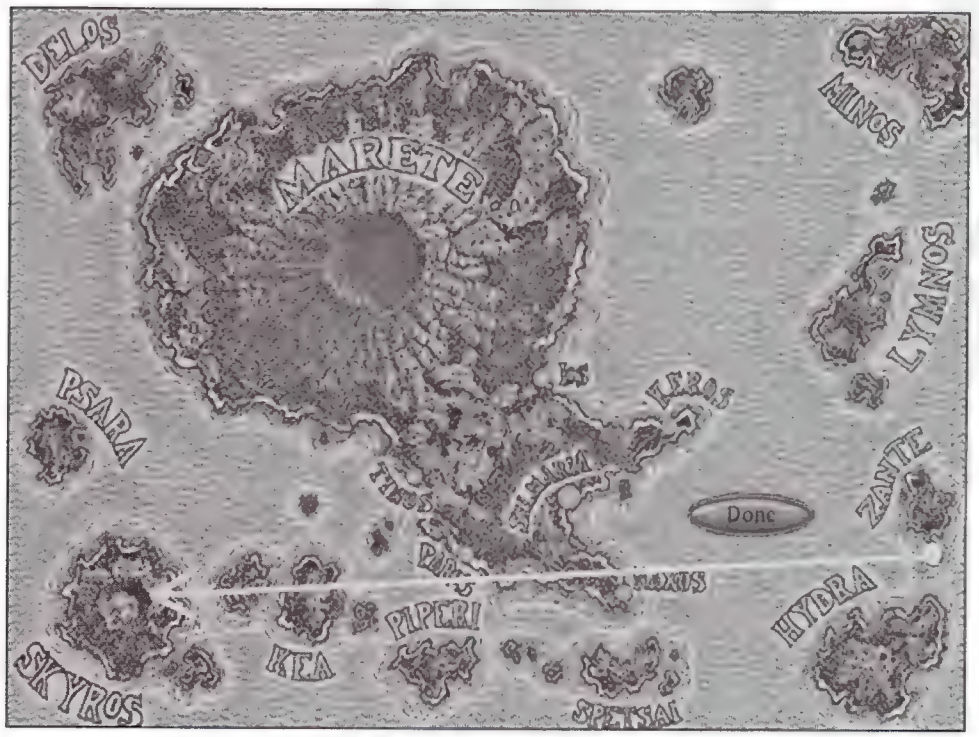


Figure 4-22 *Here's the route from your third Zante Island meeting with Katrina to Skyros Island, the Triton stronghold.*

Day 16: Make Peace with the Tritons

After you land your balloon on Skyros Island, walk to the marble pillar icon on the east shore. Step onto the icon to take a swim.

Dock Entrance to Atlantis (Underwater)

Equip your hero with the Water Breathing Amulet immediately! Note that, despite this device, your Stamina rating slowly drops. Swim left to the ornate metal door leading into the strange tube-like construction. Cast Open on the door. When the Tritons swim out, either blast them with Force Bolts or cast Dazzle and slip past the blinded guards. (I prefer the less violent method.) Swim into the passageway.

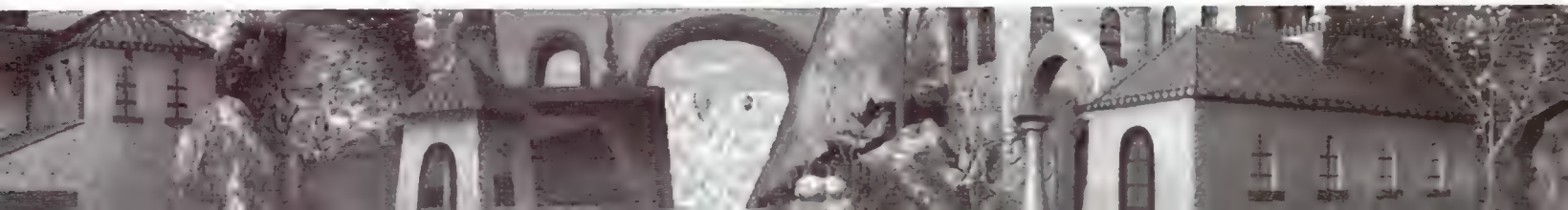
Atlantis (Main Entrance)

Save your game here!

You enter a heavily guarded underwater courtyard. Many Triton warriors are posted along the side walls. If you "Dazzled" the outside guards and haven't triggered the Atlantis alarm yet, cast a Calm Spell and swim low and to the right. Swim through the seaweed to the third wall panel. Click on the third wall panel from the left. It opens and you swim through, reappearing through another opening. This allows you to avoid one Triton guard. Cast Calm again. Stay low and swim screen right past a second patch of seaweed.

NOTE

Of course, more warlike Wizards can simply blast their way across the underwater courtyard. Cast Protection and unleash fearsome Force Bolts at the Triton guards. Frost Bite is also highly effective underwater.



When the camera angle changes, swim close to the wall. Stay low! Don't let those Triton guards up high see you. Cast Calm occasionally to keep things, well, calm. Follow the wall to the large building—the Temple of Poseidon—at the far end of the courtyard. Cast the Open Spell on the second wall panel from the left. Another secret passage opens, and you enter the throne room

Triton Queen's Throne Room

Wizards should avoid fighting in this room. If attacked, cast Calm or Dazzle and swim along the walls until the Triton queen orders you to halt. Talk to the queen. After you discuss all topics, she gives you the Peace Statue and you end up outside the dock entrance. Exit to the map overview; fly your balloon back to Silmaria.

Around Silmaria

If you have daylight and/or evening hours left, practice your skills. When it gets late, teleport to your room.

Land Inn (Your Room—Elsa's First Visit)

When you try to sleep, Elsa appears. She tells you she believes Minos is the cause of the Silmarian problems. Talk to Elsa and discuss other topics. When you say good-bye, Elsa leaves and you go back to sleep until morning.

Day 17: The Rite of Justice Begins

Minos, eh? Makes sense, doesn't it? But until you or Elsa dig up proof, you'll have to go about your business as usual. Of course, being a hero, you're dying to investigate Minos Island. But you can't get there yet; Andre's boat won't make it, and if you try to approach in your balloon, a

mysterious wind blows you away. In the meantime, finish off the Rite of Peace.

Hall of Kings

Show the Peace Statue to the guards to trigger the completion ceremony for the Rite of Peace. First, Logos accuses Dr. Pretorius of drugging the Wizards Erasmus and Shakra, and disqualifies Gort from the competition. Then he lauds your victory.

After your rest, you and Elsa return to the Hall. Logos wisely notes that all the recent Silmarian calamities seem connected. Your final quest is to seek the root cause of these terrible deeds. Who's the mastermind? Is it Minos?

This is the Rite of Justice.

CAUTION

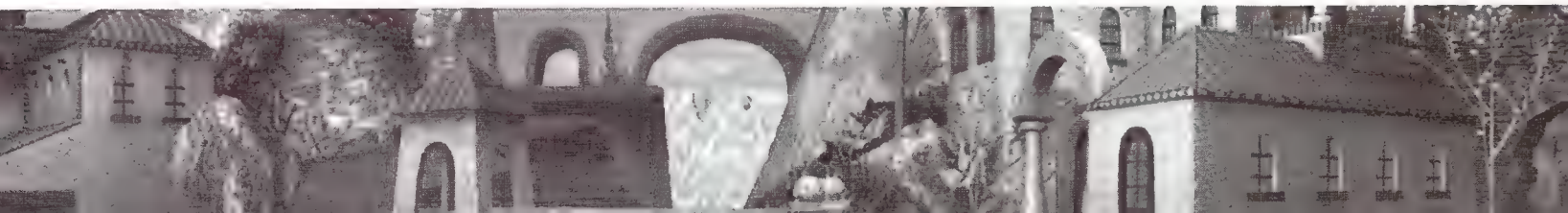
After darkness falls on the day you conclude the Rite of Peace, don't walk to the West Side from the Docks! This will trigger your final confrontation with the assassin. You're not ready for that, yet. If you wish to return to your room from the Docks, use the Mystic Magnets.

Weapon Shop

Buy the Dragonslayer Sword, if you can afford it. You can bargain Pholus down to around 4,000 drachmas.

FACS

Talk to the Famous Adventurer to learn more about the monstrous dragon, a legendary beast released by the Wizards of Atlantis eons ago.



Only the Dragon Pillars can bind the dragon; thus, their systematic destruction threatens Marete, Atlantis, and perhaps all of civilization. Ask about Minos, too. You learn that he's "rather petty and fond of revenge." Teleport back to your room and then exit Silmaria via the west gate.

Outside West Gate

First, equip your Magic Staff and cast spells with it, using up all of its mana. Don't summon it again just yet. Then practice spells until about 5 P.M.; in particular, build your skill at the Resistance Spell. (The Resistance Spell protects you against heat. Think you might need that against, say, a *dragon*?) However, don't deplete your Mana Pills, and don't use your Mana Potions at all, unless you have many dozens of them.

Map Overview

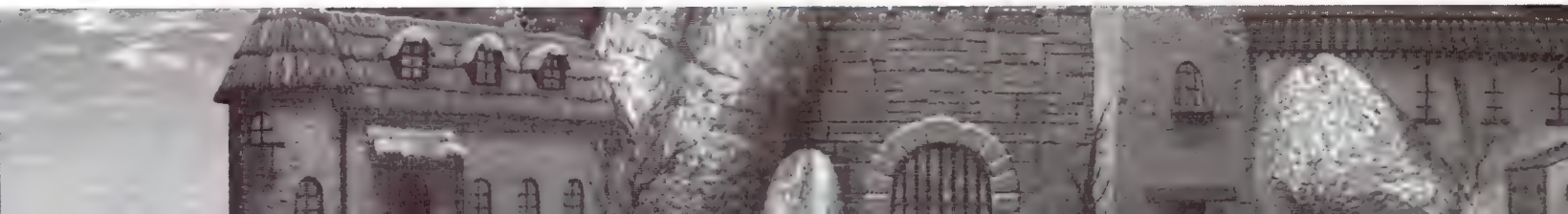
Fly your balloon to Zante Island again. Walk to Katrina's retreat.

Katrina's Retreat (Fourth Visit)

Hey, it's 8 P.M. Talk to Katrina. I like her response to your request for a kiss. "Why? So you can stab me through the heart with a stake?" After your conversation, hurry to your balloon and fly immediately back to Silmaria. You want to get to the Dead Parrot Inn before it closes at midnight.

NOTE

If you don't make it back from Zante in time to visit the Dead Parrot Inn, use your Mystic Magnets to teleport directly to your room. Sleep until morning, and spend the next day practicing skills until the Parrot opens at 5 P.M.



The Dead Parrot Inn (Before Midnight)

Go upstairs and talk to Ferrari. Give him the Peace Statue. He will be most pleased, and give you the Land Inn deed in return. *Do not walk back to the Land Inn*! Use your Mystic Magnets to teleport to your room.

Land Inn (Your Room—Elsa's Second Visit)

Try to sleep. Guess who returns for another visit? Elsa says she's off to Minos Island to seek proof of Minos's involvement in the treacheries afflicting Silmaria. Give Elsa the Dragon Slayer Sword. Then talk to her. She says Minos has the Prophecy Stone, which proves his guilt in the breaking of the Dragon Pillars. When you say good-bye, Elsa slips out again and you sleep until morning.

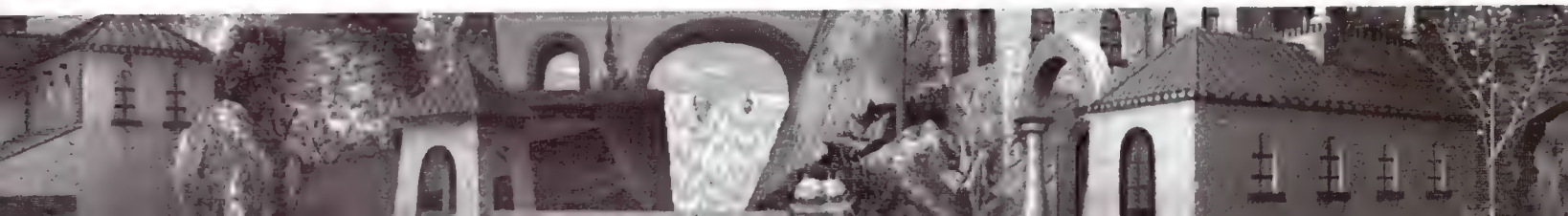
Day 18: More Practice, More Courting

Another trip to Katrina is on tap for today. (She's a reluctant lover who requires much courting.) Because her retreat's odd temporal displacement pushes the clock to 8 P.M. each time you visit, spend your precious daylight hours practicing and building spell skills *before* you fly off to Zante Island. Start the day off right with a good "deed" for Gnome Ann.

Land Inn

When you awaken, your Mana rating should be at 100 percent. If it isn't, pop a few Mana Pills. Then cast your Summon Staff Spell. (Remember, you used up the Magic Staff yesterday.) If your Mana rating is 100 percent, this spell summons your Magic Staff with the maximum amount of its own retained mana. Important: *Save the staff until the endgame phase, in case you completely run out of mana sources.*

Go downstairs and give Ann the deed. Yippee! Have some breakfast, and then exit Silmaria through the west gate.



Around Silmaria

Practice, practice, practice until 5 P.M. Again, build your Protection and Resistance spell skills as high as possible without using up your Mana Potions.

Map Overview

Take another balloon trip to Zante Island and go to Katrina's Retreat.

Katrina's Retreat (Fifth Visit)

Talk to Katrina. She's worried about the danger you're about to face. She says the dragon is immune to most magic, and only vulnerable to cold. (Can you say, "Frostbite?") Tell Katrina you love her. She's confused by love. Hey, you would be too if you were a former bloodsucking vampire.

This is your last visit to Zante Island, so you can leave your balloon behind and simply use your Mystic Magnets to teleport home.

Land Inn (Your Room)

Sleep until morning.

Day 19: The Assassin Strikes

Finally, you're ready to face the assassin who plagues Silmaria. If you haven't done so already, go downstairs and give the Land Inn deed to Gnome Ann. Then head straight to the Apothecary Shop for a final spending spree.

Apothecary Shop

Stock up on potions and pills. You have no other purchases to make for the rest of the game, so spend freely, but watch your inventory weight. Be sure you have several bottles of Poison Cure Pills.

Around Silmaria

Spend the day practicing. It might be smart to wander around Marete, slaying monsters with your Magic Dagger to build some fighting skill and pick up extra mana items from plundered corpses. After 6 P.M., go to the Docks, and then walk through the arch to the West Side.

West Side (after 6 P.M.)

Important: Take a Poison Cure Pill before you approach the bridge. Make sure health and stamina items are in your Belt for easy access. Cast Protection and walk to the bridge. The assassin, throwing poisoned daggers, appears. Attack him with your favorite offensive spell—Lightning Ball works well—or get in close and slash him to bits with the Magic Dagger if your Offense skill is high. When you defeat Bruno, you end up before Logos in the Hall of Kings.

CAUTION

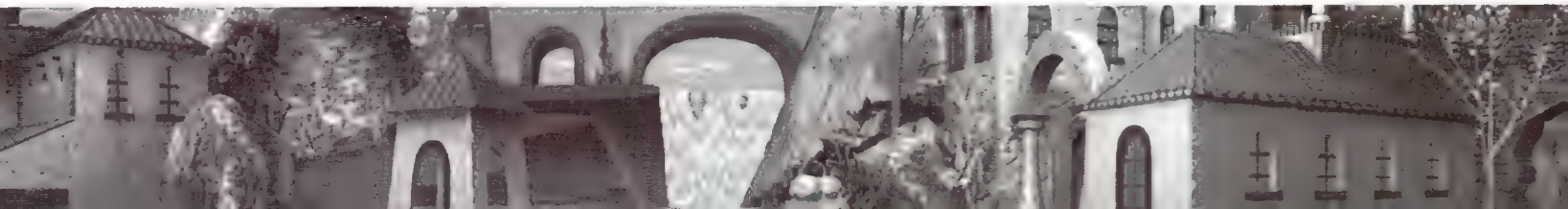
If you don't consume any Poison Cure Pills, you'll probably die even if you defeat Bruno in combat.

Hall of Kings

When Logos asks for your suggestion on a course of action, select Confront Minos with Suspicions. After you're escorted outside the gates, use the Mystic Magnets to teleport back to your room.

Land Inn

Go downstairs and talk to Gnome Ann. She thanks you for your noble deed (a little pun there) and says she's whipped up a special meal for you. Mmmm. Eat, and then sleep until morning.



Day 20: The Rite of Justice

A Silmarian guard pounds on the door, awakening you. He escorts you automatically to the Hall of Kings, where both Logos and the infidel Minos await you.

Hall of Kings

Accuse Minos of all crimes. After he teleports away, you're sent to Minos Island on a fast boat and set ashore near the stronghold.

Minos Island (Exterior)

Immediately cast Calm to freeze the dock Goon. Move across the front of the fortress, casting Calm every few steps to keep the sentries oblivious. Continue left up the path to the cliff with the dead white tree. Cast Levitate to float up the cliff, and then sneak along the cliff line to the back roof of the fortress.

Cast Calm to quiet the rooftop Goon guard. Jump to the battlement; then jump down to the roof. Cast Calm one more time and go to the door. Cast Open on the door. Your Wizard enters the palace automatically.

Minos Palace (Interior)

The fortress interior is fabulously decorated, befitting a man of great wealth. Of course, such wealth and treasure is well protected. Several Goons and a pair of Centaur Wizards guard the entry hall. Either of two approaches—peaceful or combative—works here.

Peaceful Approach

Save your game here! Immediately cast Calm and hustle up the stairs. Keep casting Calm as you move around the balustrade to the Treasury door at the far upper-left. Click on that door and select Open the Door.

Combative

Save your game here! Cast Protection and Reversal. (You need Reversal to counter the Centaur Wizards' spells.) Blast Goons with Lightning Balls, but switch to Frostbite when you attack the Centaur Wizards. Keep up your Protection and Reversal, and clear out the room. Then go to the Treasury door (upper left), click on it, and select Open the Door.

Minos Treasury

Hang on. Things happen fast in here. Minos stands above, taunting you from the balcony. His mighty War Minotaur smirks at you from across the room, brandishing its bloody Minotaur Axe. Elsa is imprisoned behind bars at the far-right alcove. Her toolkit sits on the desk in the left foreground.

How to Defeat the War Minotaur

After Minos blathers a bit, he summons his guards and two more Goons lumber in the door. Grab Elsa's toolkit and give it to her; she frees herself from the alcove, grabs her weapon, and joins the fight.

Eliminate the Goons first, casting Lightning Balls and keeping your distance. Then turn your attention to the powerful War Minotaur. Let Elsa do the fighting; again, keep your distance and toss offensive spells at the big bully.

When the War Minotaur finally falls, Minos hurls himself and the Prophecy Stone to the ground. The broken stone releases the Dragon of Doom. When you see the dragon rise, *quickly* do the following! You don't have much time.

How to Transport to the Dragon

Search Minos's body; you get quite a haul, including another Poisoned Dagger. Search the War Minotaur to get its Minotaur Axe. Cast your Trigger Spell on the alcove indicated by Elsa—the one farthest back on the left. This triggers the trap.

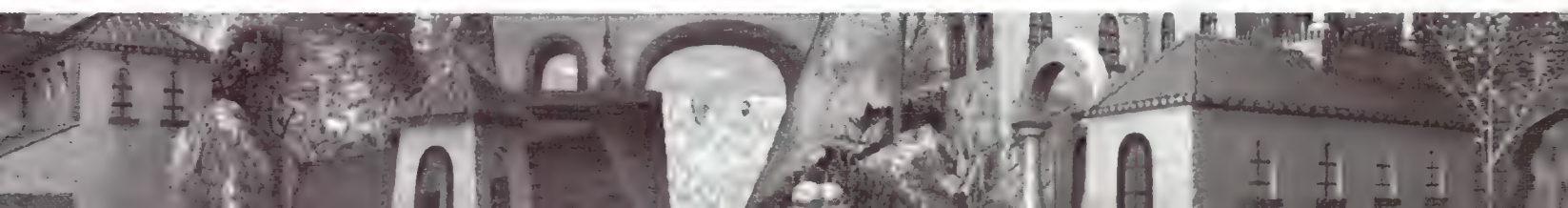


Figure 4-23 *Cast Trigger on the leftmost alcove to snare this treasure trove.*

After you clean out the alcove (which includes five lovely Mana Potions), Katrina—or Erana, if you rescued her from Hades, instead—suddenly appears. The Wizardess brings bad news: the dragon has risen. Then she teleports to the Dragon Blood Pool with you and Elsa.

Endgame (Dragon of Doom)

After you, Katrina, and Elsa teleport into the dragon's lair, Gort and Toro soon join the fray. Gort reveals his desire to be a hero, too, and the action begins. Equip your magical staff.

> **NOTE**
>
> **What follows is the optimal endgame sequence for this particular Wizard's Path, in which you released Katrina's soul from Hades and got engaged to her. Note, however, that different endings are possible if you made different choices in Hades or in your courting of women. For more on this, see Appendix A, "Endgame Scenarios."**

How to Defeat the Dragon

You must perform three actions to defeat the Dragon of Doom:

- First, repair the Dragon Pillar.
- Second, offer a sacrificial victim.
- Third, defeat the dragon in combat.

Here's how Wizards should accomplish these:

Immediately click on Toro and ask him to help fix the pillar. Quickly click on Gort and ask him to help fix the pillar. When both Gort and Toro are pushing the Dragon Pillar, click on the pillar to help them. The three of you fix the pillar. Once the pillar is up, click on Toro with the Minotaur Axe to equip him with it.

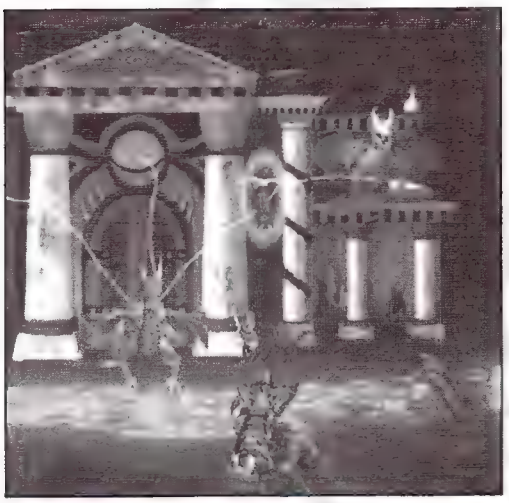


Figure 4-24 *You need Gort and Toro to help you push the Dragon Pillar upright.*

Cast Resistance and Protection spells regularly. Click on Katrina and tell her about sacrifice. Click on her again and offer to sacrifice yourself. (You also can click on any of the other characters and ask them to sacrifice themselves.) Katrina refuses to allow any sacrifice. What a gal!

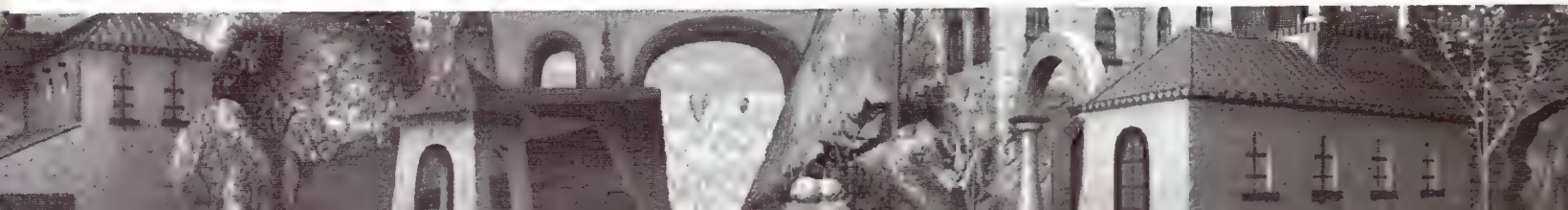


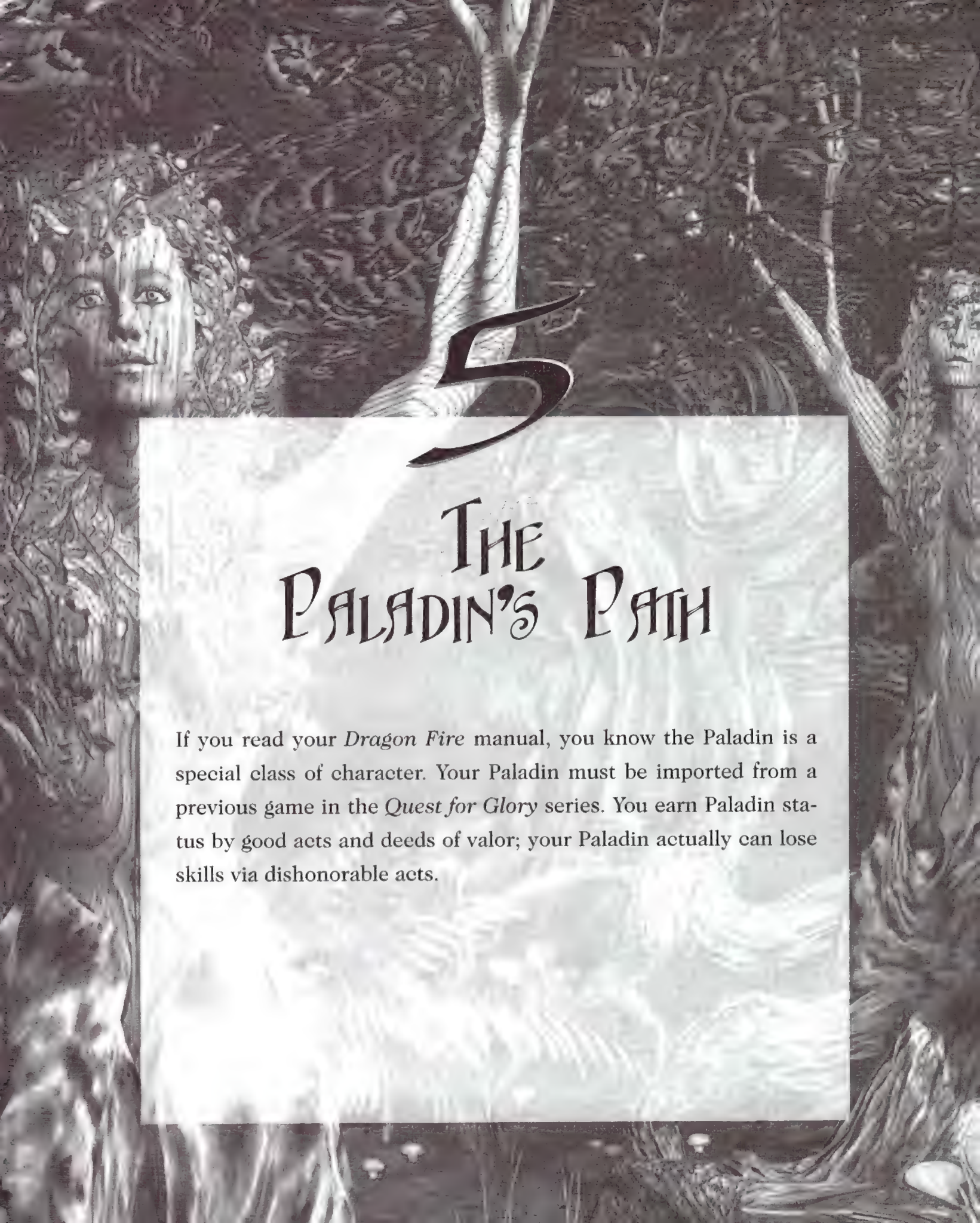
Figure 4-25 *Join Katrina in casting Frostbite on the dragon*

Now the dragon breaks free but can't escape the cave, and the battle shifts across the lava pool. All remaining members of the party attack the beast. Your Wizard should join the fray, casting the Frostbite Spell at the evil beast. (Flame Darts are useless, and Lightning Balls inflict only half damage.) Both Toro and Gort are vulnerable, so keep offering them Health Potions after they tell you they've run out. (Elsa and Katrina will heal themselves.) Quaff Mana, Health, and Vitality potions when necessary.

Eventually, your team will destroy the dragon, and you return to the Hall of Kings.

Hall of Kings

You've won! Accept or reject the throne; the choice is yours.



5

The Paladin's Path

If you read your *Dragon Fire* manual, you know the Paladin is a special class of character. Your Paladin must be imported from a previous game in the *Quest for Glory* series. You earn Paladin status by good acts and deeds of valor; your Paladin actually can lose skills via dishonorable acts.

NOTE

This is an optimal solution path, developed with the cooperation of the *Quest for Glory V: Dragon Fire* design team. This is by no means the only solution path through the game.

Day 1: Explore Silmaria

Your Paladin arrives in Silmaria through the portal to Arcane Isle (home of Erasmus), at the eastern end of the Nob Hill area. (For an overview of the Nob Hill area, see the map in Chapter 1 "General Tips.") Go left to the guard gate outside the Hall of Kings. Click on the Hall entrance. Your Paladin is granted access to the Hall automatically.

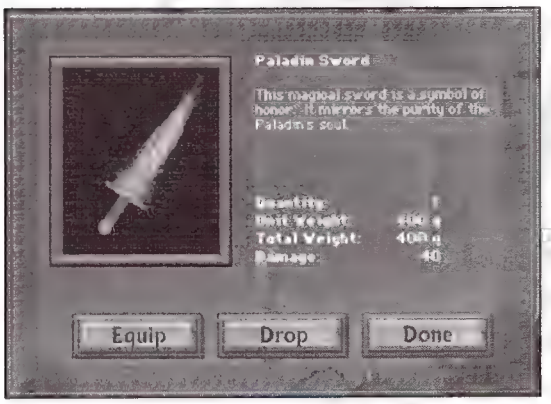


Figure 5-1 *You arrive in Silmaria with a mighty Paladin Sword, symbol of honor and mirror of your soul.*

Hall of Kings

Approach the dais. When Logos finishes his greeting, talk to him. Talk to Rakeesh. Note that Rakeesh can be found during the day basking in the sun near the Arena. Cross the room and exit the Hall of Kings.

Nob Hill (Sunning Rock)

Click on Rakeesh. He gives you the Katta Pin. Talk to Rakeesh. His comments about the way of the Paladin are most illuminating. As he says, "The path of selfless goodness is difficult to travel." Ask about the Ring of Truth, made from the ring of a true King. Take careful note of the other requirements for forging a Ring of Truth. Rakeesh suggests you speak with Logos about this ring. (Do that tomorrow.)

Nob Hill

Head southwest to the bulletin board. Read the postings. (This is something you should do regularly.) Go through the passageway arch just left of the bulletin board. This leads down a stairway to the Town Square.

Town Square

This is the commercial center of Silmaria. (For a look at the layout, see the map in Chapter 1.) Approach the building with the winged lion statues just to the right of the stairs—the Bank of Silmaria.

Bank of Silmaria

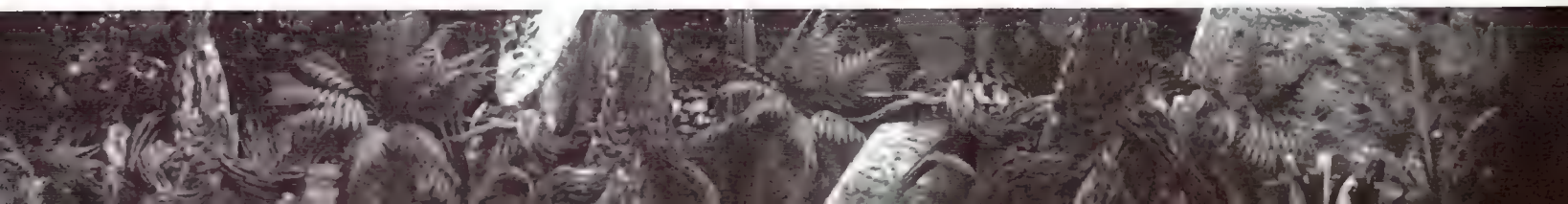
Talk to the Banker. He recognizes you and confirms the existence of your savings account. Exit to the Town Square, cross over the aqueduct, and enter the building with the big eye.

Magic Shop

Walk to left side of the raised platform. The proprietor, Shakra sah Tarna, Liontar and son of Rakeesh, appears and speaks. Talk to Shakra. Buy the Mystic Magnets.

Town Square

Give a drachma to Salla, the Katta musician. Approach the food merchant's cart. Click on Marrak (the Katta juggling bananas) and talk to



him. Marrak will describe the town's layout in great detail. Purchase some fruit; we suggest 20 drachmas' worth. Go through the archway just right of Marrak's stand. This leads to the Docks.

Docks

Go down to the shore, then head screen right to the open shop window where the Weaponsmith hammers away. (For an overview of the Docks area, see the map in Chapter 1.)

Weapon Shop

Talk to the Weaponsmith. Buy five throwing spears. Go up the hill to the right and enter the Famous Adventurer's Correspondence School.

FACS

Talk to the Famous Adventurer. Click on the books stacked on the table in the near-right corner of the room. Select "Borrow a Swim Manual" to get a *Handbook of Swimming*. Click the *Handbook of Swimming* on your hero. Your character "reads" the handbook, gaining a basic idea of how to swim. (If you press [C] to bring up your Character stats, you see that you've now accumulated 100 points of the Swimming skill.)

Around Silmaria

Before 5 P.M., throw some rocks or swing your Paladin Sword around the Docks area to build Strength and other abilities. After 5 P.M., enter the Dead Parrot Inn, the building to the left of the Weapon Shop.

The Dead Parrot Inn

Talk to Budar the Bartender. You also meet Nawar the Dancer. Buy four mugs of ale from Budar, and then offer one to her and one to Nawar. They're impressed by your gallantry. Talk to Arestes, the one-armed seaman sitting alone at the table on the main floor. Offer him an ale, too. Cross the room to the right and climb the stairs to the balcony area.

Right Balcony

Talk to the man in the dark cloak sitting at the table near the top of the stairs. Jovial fellow, isn't he? If you give him an ale, he'll talk a bit more. (By now, your generosity has earned you a few Honor points.) Go back downstairs, cross the room to the left, and climb the stairs (left foreground) to the smaller balcony.

Left Balcony

Talk to Ferrari (the sitting fat man). Talk to Ugarte. Offer each an ale. Exit, climb the hill to the left of the Inn, and go through the archway to the West Side of town.

West Side

Cross the bridge and continue left past the guard barracks to the west gate. Exit through the west gate.

Outside West Gate

Practice throwing your newly purchased spears at the bull's-eye target until late. At around 11 p.m., go back through the gate. Head screen-left to Gnome Ann's Land Inn.

Gnome Ann's Land Inn (Downstairs)

Talk to Gnome Ann and introduce yourself. You learn that your room is paid up through the month. Click on the table to sit for a meal. Try to climb the stairs. Ann gives you a room key. Climb the stairs and unlock the rightmost upstairs door.

Land Inn (Your Room)

Place one of the two Mystic Magnets (purchased at the Magic Shop) in your bedroom's storage locker. Now, whenever you use the other Mystic Magnet on yourself, you'll teleport instantly back to your room at the inn. Click on the bed and sleep until morning.

Day 2: Visit Science Island

Rise and shine! You have a date at the Hall of Kings to learn more about the Ring of Truth. But you can make a couple of quick stops on the way. First, have some breakfast downstairs. Then exit the Inn, cross the bridge, and enter the Adventurers Guild.

Adventurers Guild

Read the logbook near the door. Note the other adventurers here for the Rites of Rulership—Elsa von Spielburg, Magnum Opus, and Kokeeno Pookameeso. Sign the logbook. Read the postings on the bulletin board just above the logbook. The Apothecary is looking for Pegasus feathers. Also, Sarra the Bead Merchant seeks a lost wicker basket, last seen on a beach southwest of Silmaria. Cross the room and talk to Toro the Guildmaster. Exit and go to the Hall of Kings.

Hall of Kings

At the front gate, talk to the guard. Select Tell about Rakeesh's Words. After you enter, Logos and Rakeesh speak of the Ring of Truth. When Rakeesh asks, agree to make the ring. Logos gives you the ring of Justinian, a King's Ring. After you're escorted to the gates, head down to the Docks.

Figure 5-2 *Logos gives you this ring of King Justinian. But you have a long way to go in your quest to forge a Ring of Truth.*

Boat Dock

Andre, the sole remaining Silmarian fisherman, can be found on his boat anytime before noon each day. Eventually, Andre and his boat will provide handy transportation. But for now, just talk to the Andre. Pick up a few loose rocks near the gate. Then head up the hill on the far right side of the Docks area and go through the portcullis gate.

Pier (Gondola to Science Island)

Pull the lever near the windmill. This engages the windmill gears, starting the motor and gondola. Click on the lever on the blue brake box (just right of the control hut) and select Use Force on the Lever. Oops! The lever snaps off, splintered. (Don't worry, this is unavoidable.) Use one of your throwing spears on the blue brake box to create a makeshift brake lever. Pull the spear/lever to release the brake.

After the gondola makes the turn toward the pier, pull the spear/lever again to reset the brake and stop the gondola next to the pier. Hop into the gondola. Toss a rock or spear at the brake control box to release the brake. (You should nail it with one throw, particularly if you practiced your Throwing skill earlier.) The gondola ferries you to Science Island automatically.

Science Island

Hop out of the gondola. Click on the Science Academy Quiz display screen (on the wall between the enormous gear and the circular platform). Take the test. Answers are as follows:

2. To Discover the true Meaning of Life, the Universe, and Everything.
D. All of the Above.
3. A diploma from the Academy of Science in Silmaria.
D. All of the Above.
1. Without Science, the world would be destroyed by ignorance and superstition!

Once you correctly answer the quiz questions, the enormous gear rotates so the gap in the gear is at the bottom, providing an entrance into the Science Lab. Walk through the gear opening into the institute.

Science Lab

Cross the room and talk to Dr. Pretorius (sitting at the table). Discuss all topics to learn that his favorite pizza toppings are anchovies and artichokes. Note that he won't let you examine anything in the lab until you get serious about science. How can you prove yourself to him? Cross the room and examine the pizza chart. Artichoke and anchovy again! Hmmm. Click on the screen next to the pizza chart to take another quiz.

Here are the quiz answers:

D. All of the above.
C. A foliated metamorphic rock.
C. A closed plane figure bounded by straight lines.
4. Sol.
A. The result when a substance is homogeneously mixed with a liquid.

If you answer all five questions correctly, you earn a Secret Scientific Laboratory Access Code. With this code you can enter the Secret Science Laboratory. Unfortunately, the big fellow upstairs, Gort, won't let you near the access panel. You'll have to wait until some later date when Gort is gone. In any case, don't worry about it now. You have plenty else to do.

Exit the lab and ride the gondola back to the pier.

NOTE

The Secret Scientific Laboratory Access Code changes from game to game, so I can't just give it to you here.

FACS

Talk to the Famous Adventurer, noting his wistful reference to "taking a drink from the Hippocrene." When you tell him about yourself, he tells you about the Pegasus. He asks you to bring him some of the water from the Hippocrene stream near the Pegasus nest.

Town Square

Pick some flowers from the planter under the yellow flag outside the Apothecary Shop (directly across from Salla, the Katta musician). Go to Marrak's Food Stand. Buy a couple of gyros and one artichoke pizza. Wouldn't some *anchovies* go nicely with it? Cross the bridge and go to the Bead Stand run by Sarra, the Marrak's wife.

***Figure 5-3** Pick flowers from this planter just outside the Apothecary Shop.*

Figure 5-4 *Buy two bead necklaces from Sarra, the bead merchant*

Sarra's Bead Stand

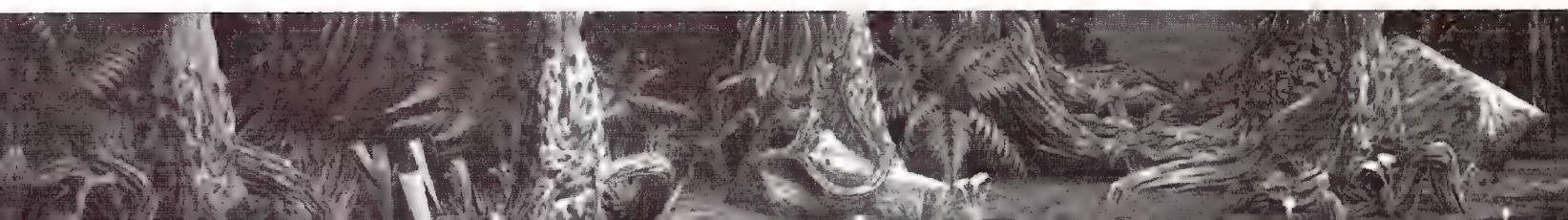
Talk to Sarra. Listen to what she says about her daughter, Salla the musician. Buy two bead necklaces. Give her the flowers you just picked. Up go your Honor points!

Wolfie's Artesan Stand

Continue left, walking to the Artesan Stand run by Wolfie the Canine. Talk to Wolfie, and then purchase three amphorae and a map. Don't forget to bargain with him! Then give him some fruit.

Apothecary Shop

Talk to Julanar. When you say good-bye, note that she offers to heal you if you're ever injured. Talk to Salim. Buy 10 bottles of Healing Pills from Salim. (If you try to buy Stamina Pills, you learn Salim can't make more until he has some Pegasus feathers.) Finally, give Salim and Julanar each one of the bead necklaces you just bought from Sarra.



Around Silmaria

If you still have daylight hours, practice your Paladin skills until evening. A good workout is the treadmill in the Adventurers Guild. And keep swinging and thrusting that Paladin Sword. (Press F and G.) Keep it up until around 10 P.M.

The Dead Parrot Inn

Go upstairs to the left balcony and talk to Ugarte, who sits alone. He looks kind of depressed, doesn't he? Then use the Mystic Magnets to teleport back to your room. Fun, eh?

Land Inn

If you haven't eaten in a while, go downstairs for some supper at Ann's table. Then go back to your room and sleep until morning.

Day 3: Travel to the Pegasus Nest

The Apothecary's Stamina Pills are very, very good for you. But, again, if you try to purchase these from Salim, you discover he can't make more until he gets Pegasus feathers. Plus your former mentor, the Famous Adventurer, thirsts for the waters of the Hippocrene Stream. So let's take a little excursion north today. Exit Silmaria through the west gate.

Outside West Gate

Save your game here! Equip yourself with your Paladin Sword, Magic Shield, and Chain Mail. Important: Pick up a handful of rocks from the foreground. Then walk to the far right to access the map overview.

Map Overview

Head northwest up the coastline of Marete.

Figure 5-5 *Gird yourself for battle, exit through the west gate, and head northwest across the island of Marete.*

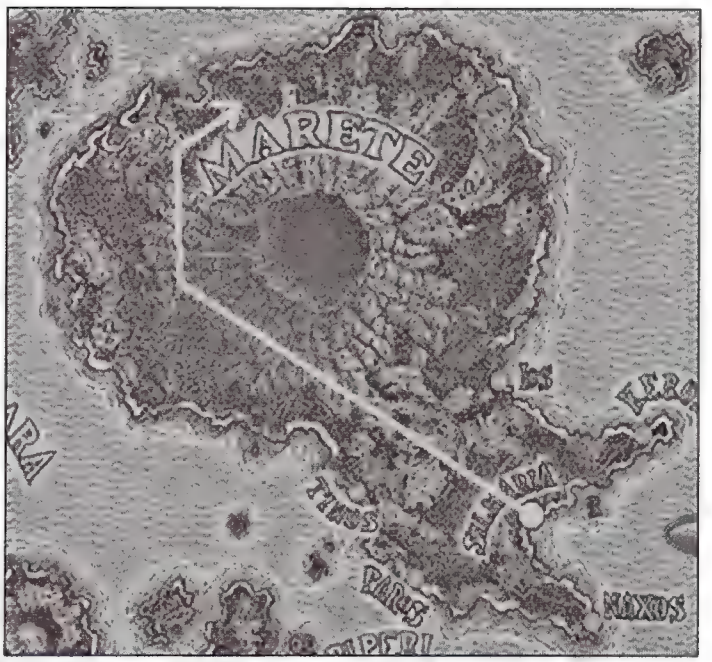
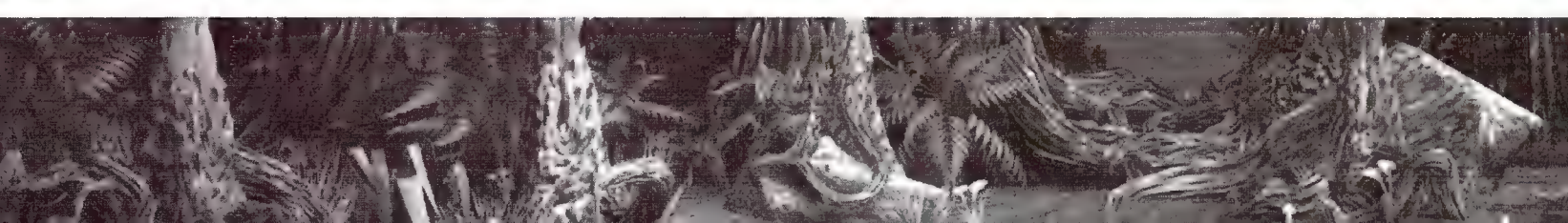


Figure 5-6 *Here's the route to the Pegasus nest.*

Combat (Various Clearings)

As you head northwest, you'll wander into clearings occupied by the likes of Weirdings, Goons, Goremen, Boarmen, Batties, Cougarmen, and Shades. *Fight*! Throw rocks or spears until enemies get close. Then switch to your Paladin Sword to complete the slaughter; its damage rating of 40 makes quick work of most opponents.

Each time you kill an attacker, search its mangy, flea-bitten corpse for treasure or inventory items. If you get seriously wounded, take Healing Pills or cast your Heal Spell on yourself.



NOTE

When your Honor rating goes over 400, you gain the ability to cast the Peace Spell. This spell calms monsters, letting you exit combat areas safely. Never attack a monster after casting Peace—That's dishonorable!

Remember, you don't *have* to fight. When in doubt, retreat from combat. In any case, keep working your way toward the Pegasus nest in the northwest section of the island. When you get there, walk your hero over the horse-head icon on the map.

Pegasus Nest

Walk to the bottom of the hill, and then walk screen-right (south) around the far side of the peak. The camera angle changes. Approach the Hippocrene stream running in front of the peak. Click on it to take a drink. Head rush! Fill *two* amphorae on the stream to get some Hippocrene water.

NOTE

One amphora of Hippocrene water is for the Famous Adventurer, as he requested. You'll use the other much later, but getting it now saves you a trip.

Walk between the two peaks to the piece of wood lying across the rock. Step onto the lower end of the wood. Throw rocks at the boulder poised on the edge of the cliff above. It falls onto the wood, launching you onto the peak on the right.

Figure 5-7 *Grab several handfuls of the Pegasus feathers. You'll sell some to Salim, but keep a handful for your own future use.*

Walk up the winding path until you're directly beneath the tree branch. Click on the tree branch. Your hero swings across to the Pegasus nest peak. Walk up the path to the nest. Take some feathers. (I took five handfuls, which is 50 feathers. But don't get too greedy; Pegasus feathers weigh 15 quarks apiece—remarkably heavy, for feathers.)

If you neglected to get Hippocrene water before your climb, you can get back down by using Pegasus feathers on yourself. You spin down to the ground! But if you already have the Hippocrene water, simply use the Mystic Magnet to return to your room at the Inn.

Land Inn

Chances are you'll return late day or early evening. Check your inventory weight. If you're overloaded, store some of the heavier items—shields, in particular—in your room's storage chest. Go downstairs and have one of Ann's always interesting meals. Head out to practice skills until late, and then return to sleep until morning.

Day 4: Solve the Bank Robbery

Somebody robbed the Bank of Silmaria last night! Lots of innocent people (including you) lost their life savings. What sort of lowly scum of a

felon would do such a thing? (If you agree with the previous statement, you probably haven't played the Thief's Path yet.) Here's your chance to be a hero and, in the process, earn the reward money. But first, lighten your load a bit.

Land Inn

Take all spoils of war out of your storage chest and head straight to the Weapon Shop. (Don't dally if you have a full load. Your Stamina rating is dropping steadily.)

Weapon Shop

Sell any weapons and armor you scavenged from dead enemies to Pholus. Don't forget to bargain with him.

Andre's Boat (before Noon)

Talk to Andre. In particular, ask about fishing, small fish, and then anchovies. (Remember to keep scrolling down the list of questions using the scroll bar at the right.) Andre will give you some anchovies. In inventory, combine the anchovies with the artichoke pizza to create an "A. & A. pizza."

FACS

Give the Hippocrene water to the Famous Adventurer. He asks you to come back after he's quaffed the fabled fluid.

Apothecary Shop

Outside the shop, pick more flowers. Then enter and sell some (but not all) of the Pegasus feathers to Salim. Keep at least one handful (10 feathers) for yourself. Stock up on health items. First, buy 20 bottles of Stamina Pills. (Remember, you can't buy these until you sell Pegasus feathers to Salim.) Then restock your supply of Healing Pills. Finally, take a free jalapeño pepper from the bunch hanging low in the back of the shop.

Town Square

Talk to Marrak at his Food Stand. Buy a pepperoni pizza. Stock up on fruit, if your supply is low.

Bank of Silmaria

Talk to the Banker to learn about the robbery. Note that the thief "spilled coins and left things a mess." Pick up the interesting toolkit on the floor. Show it to the Banker. Now go to the magic portal (spinning Wizard's hat) on Nob Hill.

Nob Hill (Magic Portal)

Kick the platform to teleport to Arcane Isle, home of Erasmus.

Arcane Isle (Cloud Entrance)

Approach the cloud and answer honestly its "questions three": your hero's name; your quest to save Silmaria; and the meaning of life, which, of course, is to respect Wizards and fulfill their every desire. The cloud lets you pass.

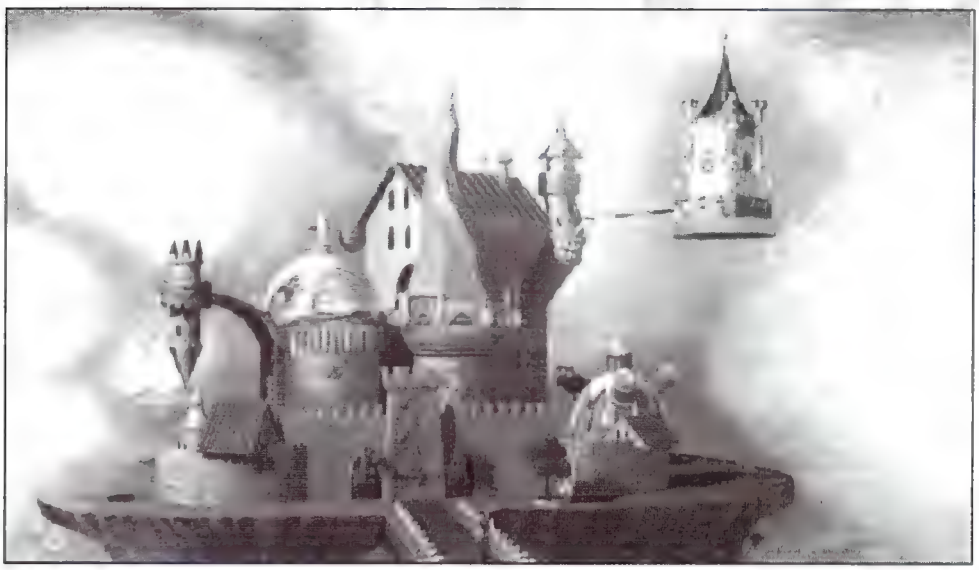
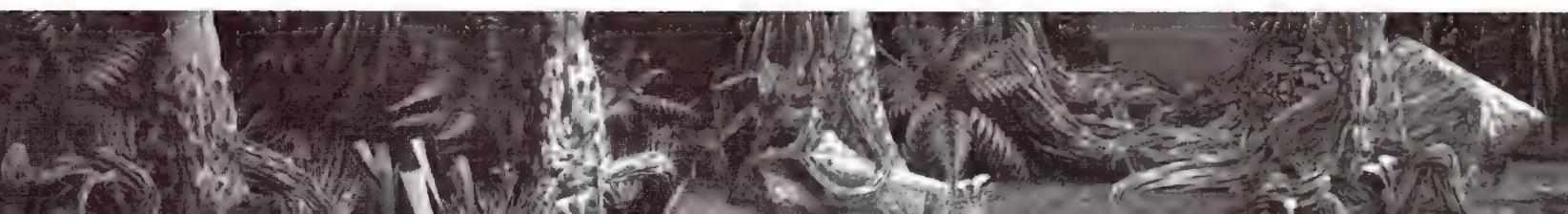


Figure 5-8 *Visit Erasmus here on Arcane Isle. He'll conjure up a clue to help you identify the bank robber.*



Home of Erasmus

Approach the entrance. Click on the door and select Open the Door. Twin metal dragons pull it open and you enter automatically. "Swim" across the room and talk to both Erasmus and Fenris. Show Erasmus the interesting toolkit. After Erasmus casts a spell on it to reveal a clue—a single hand—talk to him again. He tells you somebody stole the Prophecy Stone from his house. Talk to Fenris, too. Can you stand one more cheesy pun about hands, wrists, and arms? Use the Mystic Magnets to teleport to your room.

Adventurers Guild

Check the bulletin board to see that Salim now wants rare flowers or plants for poison cure purposes. Talk to Elsa von Spielburg. Elsa is an old acquaintance from *Quest for Glory 4: Shadows of Darkness*. Talk to Toro. Now head back to the FACS. Surely the Famous Adventurer has sampled the Hippocrene waters by now.

FACS

Click on the Famous Adventurer. In gratitude for the Hippocrene water, he gives you a Magic Helm. Talk to the Famous Adventurer. He's truly a new man.

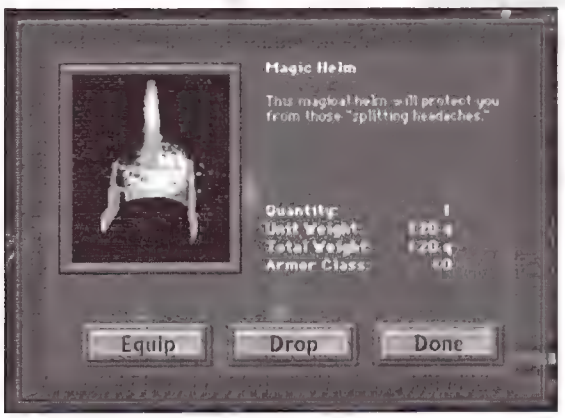


Figure 5-9 *The Famous Adventurer gives you the Magic Helm in exchange for your earlier gift of Hippocrene water.*

Boat Dock (Swimming Practice)

Go down the hill to the boat dock. Click on the water to hop in and swim. During this first dip, don't wander too far from the underwater ladder and keep an eye on your Stamina rating. When it gets low, pop a Stamina Pill or head for the ladder to resurface. At about 5:45 P.M., head out to Science Island.

Science Island (After 6 P.M.)

After you ride the gondola to the island, enter the Science Institute. (If you passed the quiz on the monitor outside the lab on your earlier visit, you can just walk right in.)

Science Institute

A different professor, Dr. Mobius, sits at the desk. (He takes the place of Dr. Pretorius after 6 P.M.) Check out the pizza pie chart on the wall. Jalapeño and pepperoni! Talk to the condescending Dr. Mobius. In inventory, combine the pepperoni pizza (purchased at Marrak's Food Stand in Town Square) with the jalapeño peppers you got at the Apothecary Shop. You create a "P. & J. pizza." Give the P. & J. pizza to Dr. Mobius.

Now you can walk around the lab and examine things, including that interesting "Flying Machine Prototype" hanging on the wall. Use the Mystic Magnets to teleport to your room at the Inn, and then go directly to the Dead Parrot Inn.

The Dead Parrot Inn (Before Midnight)

As you enter, notice Arestes, the one-armed seaman, exiting the Inn. Think about the clue from Erasmus—one big hand. Could this point to Arestes as the thief? Follow Arestes to the West Side.

West Side (Bridge Tower)

Watch Arestes enter a secret door at the base of the bridge tower. Go to the secret door. The hair on the nape of your neck stands up: you sense

a magical trap. If you're not at full Health and Stamina, take pills to get those ratings to 100 percent. Cast Magic Ward. (By now your Paladin should have attained the Honor rating of 350 he needs to cast this spell.)

NOTE

You can survive the magical trap and enter the Thieves Guild without the Magic Ward Spell. But you'll take a lot of damage.

Figure 5-10 *Cast Magic Ward for protection before you trigger the magical trap on the West Bridge secret door.*

Click on the door and select Knock on the Secret Door to trigger the trap. The Magic Ward Spell diverts damage to your Stamina instead of your Health, so you should survive. Now click on the door again and select Bash the Door Down. This may take a few tries—you need a Strength rating of 425 or greater—but each bash builds Strength, so you'll get in eventually if you keep bashing.

NOTE

When you cross the 375 Honor point threshold, you earn the Destroy Undead Spell.

Thieves Guild

Enter and talk to Arestes. When you tell him about proof, the magic spell, and finally either Shakra or Erasmus, he relents and allows you to take him into custody for the bank robbery. You end up at the Bank of Silmaria automatically the next morning.

Day 5: The Rite of Freedom

You automatically start your Day 6 at the Bank to collect your reward for nabbing the Bank robber, Arestes.

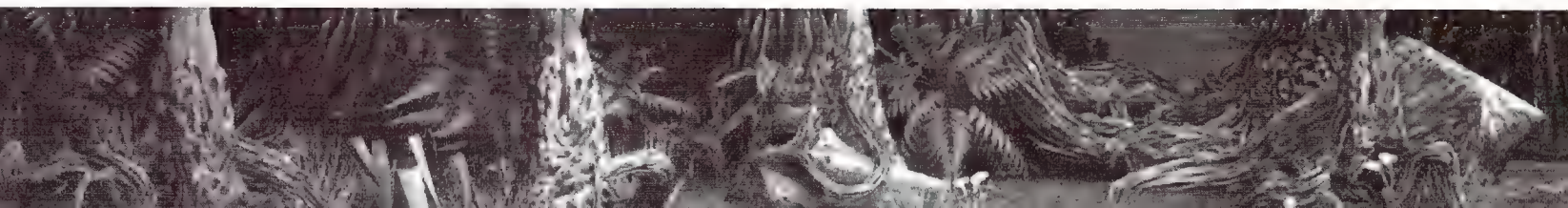
Bank of Silmaria

Talk to the Banker. He tells you the 2,000 drachmas reward money has been deposited in your savings account already. Click on the Banker again and select Make a Transaction. Deposit most of your money in savings. Then select Enter the King's Rite. Talk to the Banker again. As Sam says, "The Hall of Kings awaits you, kid." But first . . . more anchovies!

Andre's Boat

Talk to Andre. All topics should be highlighted from your conversation the previous day, but click on Ask about Anchovies again to get another handful of the small, foul-smelling fish.

> NOTE
>
> **Why more fish? Because you're a Paladin, and Paladins do good deeds. You used your first anchovy batch for your "A. & A. Pizza"; this batch will be a gift for someone else.**



Hall of Kings

Click on the Hall entrance. Your arrival triggers the opening pomp and ceremony of the Rites of Rulership. The first quest is the Rite of Freedom. Each contender must free a Marete Island fishing village from the rule of the invading Hesperian Mercenaries. The first contender to return with their liberated village's sigil (a ceramic symbol of the village) will be declared winner of the first rite.

Your job now is to free Naxos from the grip of the Hesperian Mercenaries, find the Sigil of Naxos, and return with it to the Hall of Kings to prove you've succeeded in your quest. You're escorted from the Hall of Kings automatically. Go to Rakeesh's sunning rock, just right of the Arena.

Sunning Rock (Rakeesh)

Talk to Rakeesh. He briefs you on the Rite of Freedom, telling you where Naxos is located. He says you will face "a small army." When you ask about Paladins, Rakeesh says he sees no real solution but battle, yet he suggests you show mercy where you can. Show Rakeesh the King's Ring, and then give him flowers for his mate Kreesha.

Apothecary Shop

Be sure you're well-stocked with health items. You should have at least 20 bottles of Stamina Pills, 10 bottles of Healing Pills, and a few bottles of Poison Cure Pills in your inventory. Also buy a couple each of Health and Vitality Potions. Then go to the West Side of town.

West Gate Jail

Arestes is visible in the jail window. Talk to him. Poor guy just wanted a new arm. Exit Silmaria through the west gate. *Save your game here*! Walk to the far right to access the map overview.

Figure 5-11 *Paladins must show compassion. Talk to Arestes in the West Gate Jail to learn his plight.*

Outside West Gate

Open the map you purchased from Wolfie to check Naxos's location. As you can see, it's not far south of Silmaria. Equip yourself for battle—Paladin Sword, Chain Mail, Magic Helm, and Magic Shield. Move your Heal and Honor Shield spells and other health and stamina items into your Belt for easy access. Then walk to the right to access the map overview.

Map Overview

A mere hero might free his assigned village, Naxos, and win the Rite of Rulership. But a Paladin has deeper obligations. As a point of honor, you choose to free *all five* fishing villages. So travel north to the red Dragon Pillar icon. (See figure 5-12.)

Dragon Pillar (Beehive)

Kill the monsters. Click on the broken beehive to grab a big hunk of beeswax. Exit the clearing to the map overview.

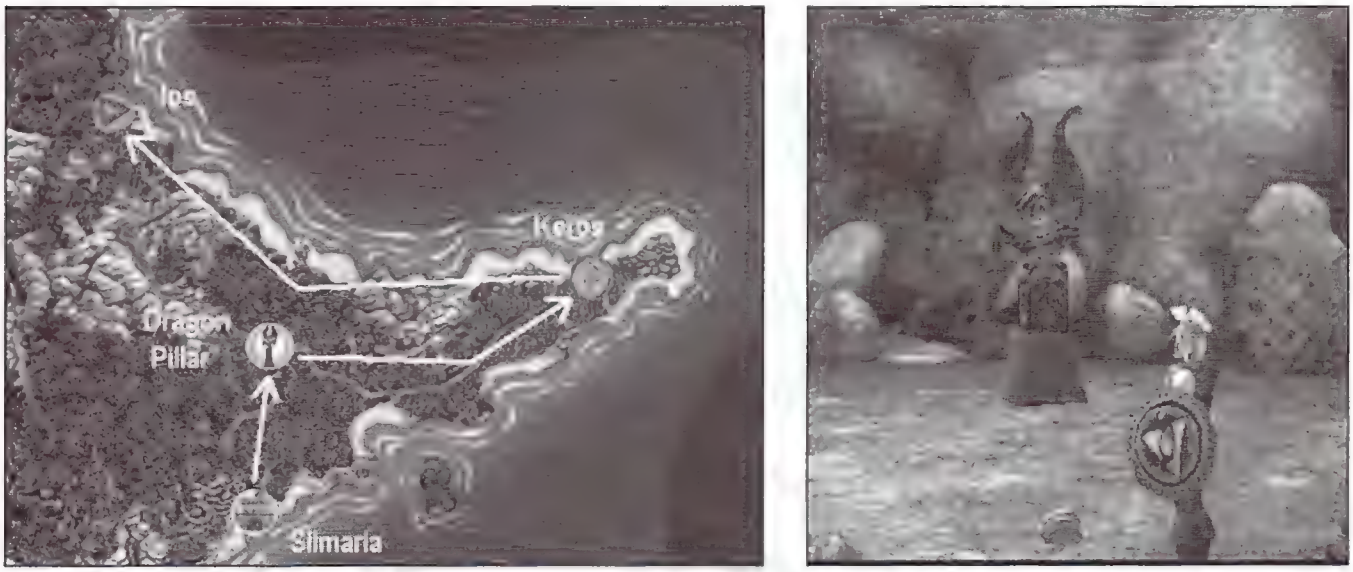


Figure 5-12 *Go north from Silmaria to the red dragon icon to get beeswax. Then head east and north to liberate Keros and Tinos.*

Map Overview

Head east to Keros, the village at the tip of the peninsula. (See figure 5-12.)

Keros (Exterior)

Take out the nearby guards. Guards will keep pouring out of the huts, so run across the bridge to the right. Pause to heal yourself, if necessary. Click on the door of the building with the red tile roof and select Force the Door Open.

Keros (Red Roof Building)

Defeat the guards. Open the chest and take everything, including the Sigil of Keros, some drachmas, and a nifty Magic Axe. Exit the building. The remaining Hesperian guards all have fled! Excellent. Exit the village to the map overview.

Figure 5-13 *Your take from the Keros chest includes the village sigil and a powerful Magic Axe.*

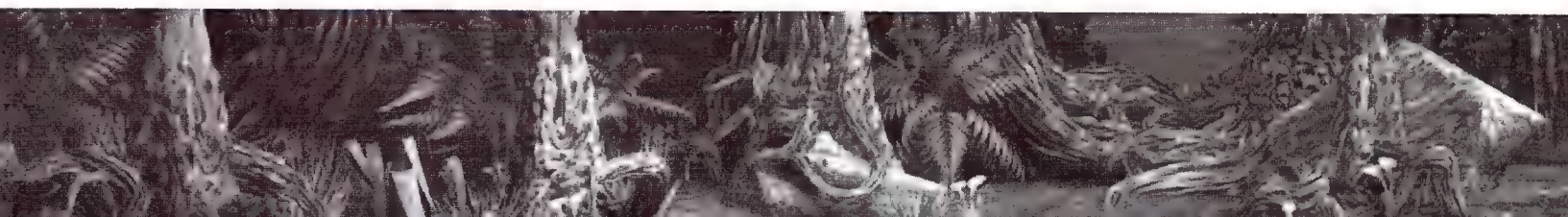
Map Overview

Follow the coastline north to Ios. (See figure 5-12.)

Ios (Exterior)

Fight your way to the ramp at far left. Heal up, and then enter the left-most building in the village, the one with a thatched roof.

Figure 5-14 *Here's a good opening distribution of Ability and Skill points for your Thief. Consider adding most of your bonus points to Lock Picking, Stealth, and Throwing.*



Ios (Thatched Roof Building)

Defeat the guards posted inside. Open the chest and take all items, including the Sigil of Ios, some drachmas, and the Amulet of Attack. Use the Mystic Magnets to teleport back to your room.

> **NOTE**
>
> **The Amulet of Attack, if equipped, adds a whopping 50 points to both your Offense and Throwing skills.**

Land Inn

If you've been searching the bodies of defeated soldiers, you're undoubtedly overloaded by now. Dump heavy stuff—shields, in particular—into your secure storage chest. Chances are it's late. If before midnight, go downstairs for a meal. Then return to your room and sleep like a baby until morning.

Day 6: Free Paros and Tinos

Two villages down, three to go, including your chosen village, Naxos. But before you get back into liberation mode, run a few short Paladin-type errands around town. First, take all your heavy plundered stuff from the chest and go directly to the Weapon Shop.

Weapon Shop

Sell all extra items, including the Magic Axe, to the Weaponsmith. Unequip your old Chain Mail and sell it to the Weaponsmith, too. Then buy the Magic Chain Mail; don't offer more than 4,000 drachmas.

Andre's Boat

Talk to Andre. When you ask about him, he admits he'd become a great healer, if he could. Can you help this kid?

Apothecary Shop

Pick more flowers outside the shop. Enter and talk to Julanar. Tell her about Arestes. She promises to help him with her healing arts. Tell her about Andre. She is delighted to take Andre as a student of medicine and the art of healing. Stock up on health items. Then exit Silmaria through the west gate.

Outside West Gate

Be sure you're equipped with your new Magic Chain Mail, the Amulet of Attack, Paladin Sword, Magic Shield, and Magic Helm.

Map Overview

Travel southwest to Paros. (See figure 5-15.)

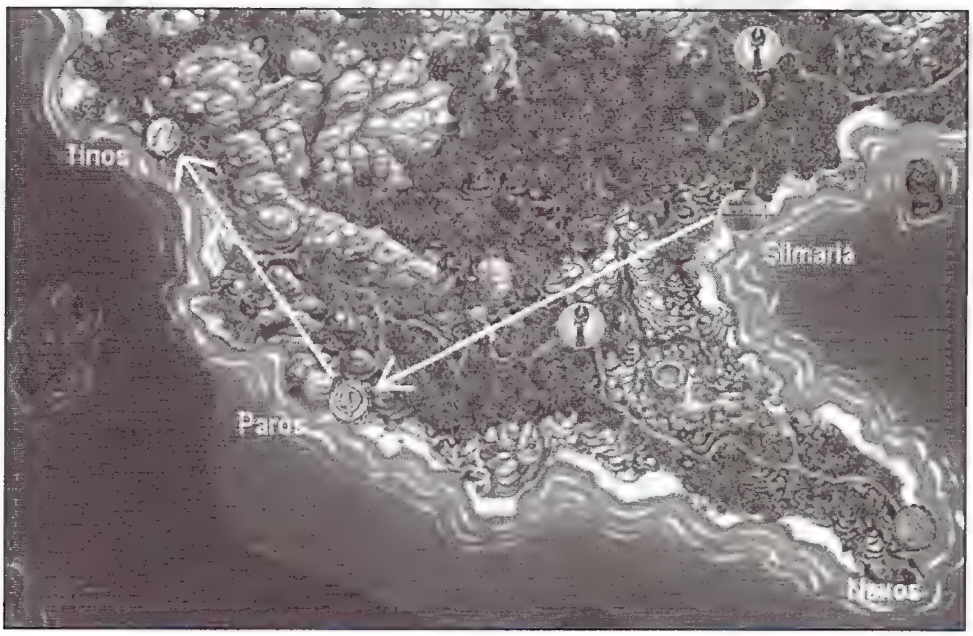


Figure 5-15
Here's the route to Paros and Tinos.

Paros (Exterior)

You know the drill by now. Battle your way across the bridge to the building with the red tile roof. Climb the ladder and enter the building.

Paros (Red Roof Building, Upstairs)

Kill the guards in the first room. Force open the door on the left wall to enter the next room, where more guards await you. Defeat them and take everything from the chest, including the Sigil of Paros, some drachmas, and the Amulet of Defense. Equip the Amulet of Defense. Exit the building, and then exit the now-deserted village to the map.

> **NOTE**
>
> **When equipped, the Amulet of Defense adds 50 points to your Defense rating.**

Map Overview

Head north up the coastline to Tinos. (See figure 5-15.)

Tinos (Exterior)

Fight your way up the stairs and to the building with the red tile roof at upper left. Force open the door and enter.

Tinos (Red Roof Building)

Defeat the guards inside. Take everything from the chest, including the Sigil of Tinos, more drachmas, and the Magic Leather Armor. Use the Mystic Magnets to teleport home.

Land Inn

It shouldn't be any later than early evening. Dump heavy loot—shields, swords, and so on—in the storage chest. Go downstairs and give the anchovies to Gnome Ann. Sit down for a meal, and then exit Silmaria through the west gate again. You still have one village to liberate.

Map Overview

Travel south along the eastern shoreline toward the tip of Marete's southern peninsula. At some point along the shore you leave the map screen and enter a beach scenario.

Southeast Beach (Sarra's Basket)

Slay the monsters. Find the basket near the water's edge and take it. (Do you remember the note for Sarra's lost wicker basket posted in the Adventurers Guild?) Exit the beach area to return to the map.

Overview Map

Walk south to Naxos at the tip of the southern peninsula.

Naxos (Exterior)

Again, fight your way across the bridge and climb the ladder of the leftmost building. Open the door at the top and enter the building.

Naxos (Interior)

Defeat the guards in the entry hall. Open the door on the left wall and enter the back room. Defeat the guards. Take everything from the chest, including the Atlas Armband, some drachmas, and the Sigil of Naxos. Exit Naxos to return to the map overview.

Map Overview

Go due north to the red Dragon Pillar icon.

Dragon Pillar

Kill the monsters. Then examine the corpse of poor Kokeeno Pookameeso, the Silmarian guard who was your noble opponent in the Rites of Rulership. Click on the shattered Dragon Pillar to read the inscription, "By the breaking of this Pillar, so begins the unbinding of the Dragon of Doom." Uh-oh. *That* doesn't sound good. Use the Mystic Magnets to teleport back to your room.

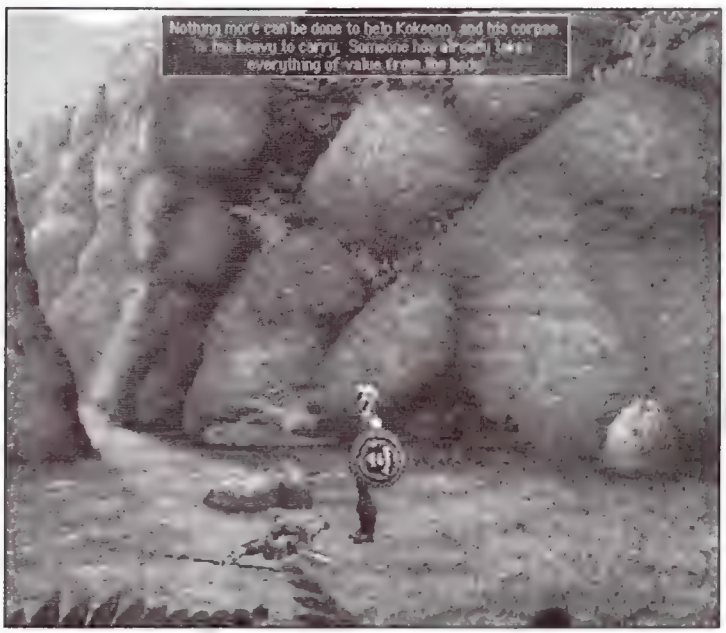

Nothing more can be done to help Kokeeno, and his corpse is too heavy to carry. Someone has already taken everything of value from the body.

Figure 5-16
Somebody murdered Kokeeno and shattered the Dragon Pillar. Better report this to the authorities.

Land Inn

Again, dump all heavy spoils of war into the storage chest. Go downstairs, and then exit the Inn.

West Gate (Guard Tower)

Knock on the guard tower door. The guard answers and you tell of your grisly discovery automatically. Now go to the Dead Parrot Inn.

The Dead Parrot Inn

Go to Budar and buy four mugs of ale. Give an ale to Budar and one to Nawar. Give flowers to Nawar. Go upstairs and talk to both Ferrari and Ugarte. Give each an ale. Then use your Mystic Magnets to teleport to your room.

NOTE

All your generous activity in the past few days should have pushed your Honor points above 400, thus adding the Peace Spell to your Paladin powers.

Figure 5-17 *Push your Honor rating above 400 to earn the powerful Peace Spell.*

Land Inn (Your Room)

Sleep until morning.

Day 7: Deliver the Village Sigils

You freed all the fishing villages and acquired all five sigils, so there's no hurry to get to the Hall of Kings before your competitors. Let's run a few errands before reporting to Logos.

Land Inn (Your Room)

If you laid waste to many Hesperians, you're probably loaded with shields and other booty. Go quickly to the Weapon Shop to sell off plundered stuff. (But on the way, stop at the nearby West Gate Jail for a pleasant surprise.)

West Gate Jail

Talk to Arestes. He's a changed man, in more ways than one. Seems Julanar healed his arm, plus he made a deal with Logos to get out of jail. He promises to do good by his fellow man, and pledges eternal friendship to you. Feel good now?

Weapon Shop

Sell off excess weapons and armor, including the Magic Leather Armor. (Don't sell the Atlas Armband! It will make a fine gift to somebody later.) Buy 10 throwing spears. You'll need them for the next rite.

Andre's Boat

Talk to Andre. Julanar has asked him to be a Healer. You are a real hero to him, now.

Bank of Silmaria

Make Sam happy (and lighten your load considerably) by making a large deposit of drachmas.

Sarra's Bead Stand

Talk to Sarra the Bead Merchant at her stand. Give Sarra her missing basket—the one you found on the beach southeast of town. As a reward, she gives you a bead necklace. Talk to her again.

Marrak's Food Stand

Talk to Marrak at his Food Stand. He may pass on the rumor that Ferrari is not a man to trust. Buy a box of Sokolatak-ya. Give another coin to Salla, the musician.

Apothecary Shop

Pick more flowers outside the shop. After all that village fighting, you're probably quite low on health and stamina items, so restock. OK, enough dallying. Time to head directly to the Hall of Kings.

Hall of Kings

Deliver the Sigil of Naxos to one of the guards to trigger the completion of the Rite of Freedom. You transport inside the Hall as victor automatically. Logos announces the foul murder of Kokeeno Pookameeso near the broken Dragon Pillar. Then he dismisses the contenders to rest up for the next rite.

When you return to the Hall of Kings, Logos announces the next rite, called the Rite of Conquest. A General named Claudius leads the Hesperian Mercenaries; he and the remaining invaders are based on an island near Marete. Your mission—find the Hesperian Mercenary fortress, defeat Claudius, and return with his shield as proof of your success.

You end up outside the Hall gates. For analysis of the current situation, visit Rakeesh at his sunning rock on Nob Hill.

Nob Hill (Rakeesh's Sunning Rock)

Talk to Rakeesh and discuss all topics. You learn more about Kokeeno's murder; Rakeesh has many questions about its mysterious circumstances. He also worries about the shadowy employer of the mercenaries. He asks you to seek evidence of his identity. Finally, he notes that once you defeat General Claudius, his troops likely will disperse.

Adventurers Guild

Talk to Elsa. Offer her some flowers and the Atlas Armband. Read the bulletin board; Salim's looking for Hydra scales, now. Work out on the treadmill for a while.

Around Silmaria

Now practice your Paladin skills until dusk. In particular, work on your Throwing skill until you max it out at 500; you need a strong, accurate arm for the Rite of Conquest. Jump off the dock and swim a bit, too. If you have spare time, check the Nob Hill bulletin board to see what's going on around Silmaria. Then go to the Dead Parrot Inn.

The Dead Parrot Inn

As before, buy drinks for everybody. Go upstairs and talk to Ugarte. When you ask for information, he offers to find out more about the assassin—for a price, of course. Exit the Inn after 6 P.M. and *walk* up the hill to the West Side of town. Don't use your Mystic Magnets!

NOTE

Don't leave the Dead Parrot Inn until after 6 p.m. And be sure to have at least one bottle of Poison Cure Pills before you walk to the West Side after meeting Ugarte in the Dead Parrot Inn. Otherwise, you can't save Ugarte's life.

West Side (after 6 P.M.)

As you approach the bridge just past the Adventurer's Guild, Ugarte sneaks out to meet you. Talk to a very nervous Ugarte. He claims to know more about the assassin. But he wants 5,000 drachmas for this information. When you select Say Goodbye, the dark-cloaked assassin suddenly appears by magical means and tosses his poisoned blade into Ugarte! Be a good Paladin and use your Poison Cure Pills on Ugarte.

Your quick action saves Ugarte's life and triggers the appearance of a guard. You end up in the Hall of Kings.

NOTE

Your honorable rescue of Ugarte should push your Honor point total over 425, thus earning you the Sense Aura Spell.

Hall of Kings

Speak with Logos about Ugarte's death. After guards escort you from the Hall, use the Mystic Magnets to teleport to your room at the Inn.

Land Inn (Your Room)

Sleep until morning.

Day 9: The Rite of Conquest

Sure, you're Number One now. But as these rites go, taking a few fishing villages is little more than a warm-up act. You fared well against the foot soldiers. Let's see how you do against the Hesperian honcho. After waking, go directly to Nob Hill and find Rakeesh on his sunning rock.

Nob Hill (Sunning Rock)

Talk to Rakeesh. He says you'll need a boat. When you ask about Sifnos, he suggests you show mercy, and don't kill more than is necessary. Paladins must set good examples, right?

Apothecary Shop

Talk to Salim and Julanar about Ugarte and the poison. Stock up on health and stamina items. Then head directly for Andre's boat at the Docks. (You must get there before noon or else he's gone for the day.)

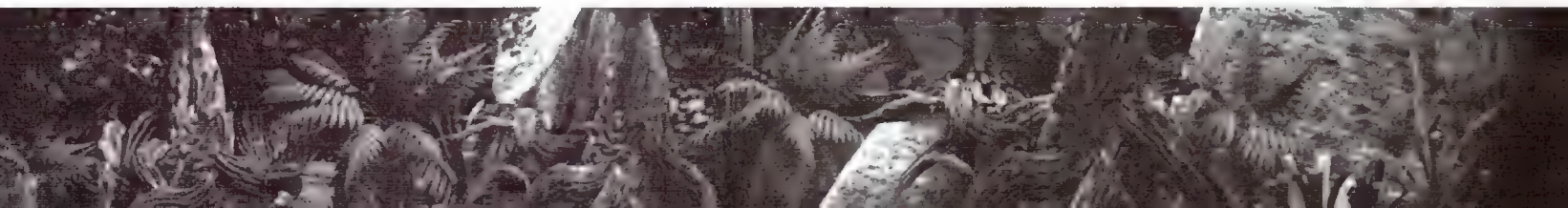
Boat Dock (Andre)

Talk to Andre. He mentions a string of islands where the Hesperian mercenaries might be encamped. Rent the boat.

Map Overview

Sail around the tip of the southern peninsula and head west. Sifnos is a tiny island just to the southwest of Marete. (See figure 5-13.) Andre won't let you ashore until you have the cover of darkness, so you arrive at the Sifnos fortress late at night.

Figure 5-18 *Set sail for Sifnos aboard Andre's fishing boat. You'll find the tiny island off the southwest coast of Marete.*



Sifnos Island (Exterior)

Save your game here! Remember what Rakeesh said: try to avoid combat. If you have more than 400 Honor points (and you should, easily), you can use peaceful tactics. Cast Peace and run past the patrolling guards. When you near the stairs at the far end of the island, cast Peace again to calm guards around the corner. Climb the stairs and enter the fortress.

Inside the Sifnos Fortress

Immediately cast Peace. Quaff a Vitality Potion. Cross the fortress courtyard. When you reach the far side, the Sifnos Wizard appears, and he's very tough.

How to Fight the Sifnos Wizard

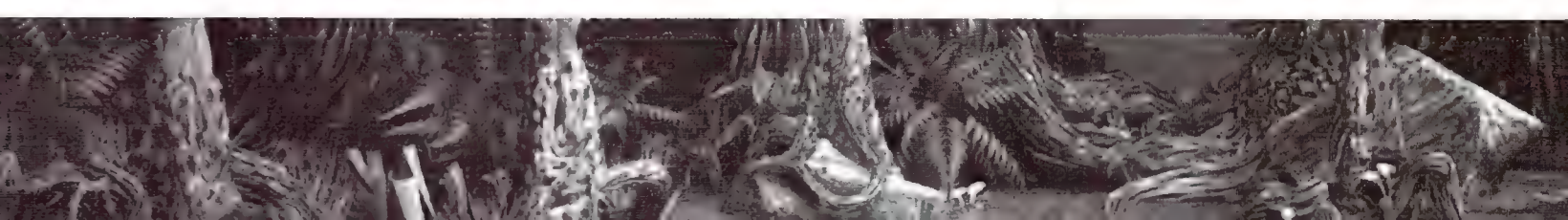
The Centaur Wizard of Sifnos hurls painful Lightning Balls at you and teleports back and forth between the left and right battlements. Toss throwing spears at him. Cast an occasional Peace Spell to keep the guards calm. If you run out of throwing spears, grab spears from the cart in the courtyard.

When finally you destroy the Wizard, General Claudius himself emerges, wielding a deadly battle-axe.

How to Fight General Claudius

Claudius is a mighty warrior, but he's a tad slow. If you have more than 450 Honor points, cast the Holy Strength Spell. (You may not be there yet.) Hit the General with spears from a distance. Keep your distance, if possible. Cast Peace regularly to keep the other soldiers frozen. When your throwing weapons are expended, wade in with your Paladin Sword.

Important: *Keep your attack focused on the General*. When he goes down, you win the battle, and his leaderless troops disperse.



After the Battle

Let the fleeing mercenary troops go. Before you heal yourself, click the King's Ring on your wounded body. Your Paladin blood anoints it: this completes another step toward producing a Ring of Truth. Search the General's remains for booty, including the General's Shield and his Magic Axe. (Remember, you need Claudius's shield to prove your victory in this rite.) Go upstairs and search the Sifnos Wizard's corpse to retrieve items. Use your Mystic Magnet to teleport back to the Land Inn.

Land Inn (Your Room)

Sleep until morning.

Day 9: The Rite of Valor

You beat the other Rites of Rulership contestants to the General's Shield, so you have no reason to rush to the Hall of Kings with proof of your victory. Have some breakfast and make a quick stop at the Weapon Shop before delivering the General's Shield.

Weapon Shop

Sell any extra equipment picked up during your Sifnos sojourn, including the Magic Axe. Important: Buy a Magic Spear. Then head up to the Hall of Kings.

Hall of Kings

Show the General's Shield to the gate guard. You transport into the Hall of Kings, where Logos heralds your victory, but announces yet another tragedy—the murder of Magnum Opus and the shattering of a second Dragon Pillar.

When the contestants return after a rest, Logos announces the next rite—the Rite of Valor. Your new quest—journey to Hydra, there to face

the deadly three-headed dragon that gives the island its name. You must return with the Hydra's teeth to prove completion of this difficult task.

After the ceremony, you end up with Rakeesh at his sunning rock.

Nob Hill (Rakeesh's Sunning Rock)

Rakeesh points out that you can't sail to Hydra Island from here. You must find some other form of transport to reach the beast. Talk to Rakeesh. He notes that you can injure the Hydra only with a magical weapon. He also calls the death of Magnum Opus no mere assassination, but a "ritualistic murder." When you say good-bye to Rakeesh, the assassin strikes. The man in the dark cloak! Use your Poison Cure Pills on Rakeesh.

A guard appears, and you end up in the Hall of Kings with Logos.

Hall of Kings

Logos tells you Rakeesh is still alive, but in the same deep sleep as Ugarte. You end up outside the Hall's outer gate. Go directly to the Magic Shop.

Magic Shop

Talk to Shakra about his father. Sell Shakra the Magic Dagger.

Apothecary Shop

Talk to both Julanar and Salim. They need the missing ingredient in the assassin's deadly poison before they can concoct an antidote. Julanar believes it's a rare flowering plant. If you're low on Poison Cure Pills, buy a few more.

FACS

Talk to the Famous Adventurer to learn how to fight the Hydra: Cut off its heads and burn the neck stumps to halt regeneration. Fun! Examine the big open book leaning against the stairs. It describes how Hercules defeated the Hydra by working with his nephew Iolaus, who burned its

necks as Hercules chopped them off. (Remember that Rakeesh mentioned how even the greatest heroes could not defeat the Hydra alone.)

In the book, note also the tale of Daedalus. You must find a way to reach Hydra Island. From all reports, you must fly there. Daedalus "made wings by placing wax and feathers on a wooded framework." You have feathers; you have beeswax. Where can you find a wooded framework?

Science Institute

In inventory, combine the anchovies (from Andre the Fisherman) with the artichoke pizza (from Marrak's Food Stand) to make an "A. & A. pizza." Give the A. & A. pizza to Dr. Pretorius. He's most grateful, and he gives you license to look around. Approach the wing framework hanging on the wall behind Dr. Pretorius.

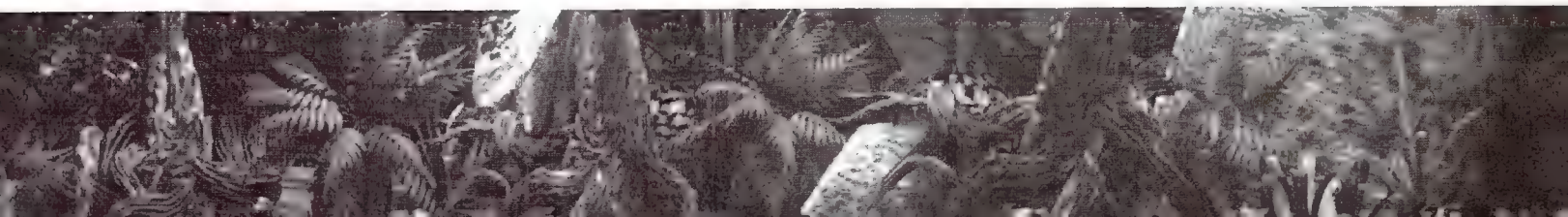
NOTE

Before you fly off to Hydra Island, be sure you have one of Wolfie's amphorae in your inventory.

Apply the beeswax (from the broken beehive by the Dragon Pillar) to the framework. Apply Pegasus feathers (from the Pegasus nest) to the waxed framework. Take the wings. You launch off the Science Institute ramp automatically and fly to Hydra Island. When you land, walk onto the Hydra icon to enter the lair.

Hydra Lair

Fill an amphora with some of the glowing green sap flowing from the nearby tree. (Your inventory calls it "Goo.") Go down the hill into the lair and attack the Hydra. After a few seconds, Elsa appears, offering help. The game asks: "Would you like Elsa's help?" Click on the obvious answer: *Yes*!



Talk to Elsa. She agrees to do the cauterizing while you do the chopping. Stand directly in front of the Hydra to cut off the first head. Climb the right ramp to attack the right head, and then climb the left ramp to attack the left head. When the last head falls and Elsa torches its stump, click on the fallen Hydra head to get the Hydra teeth and scales. In a truly honorable Paladin gesture, give the Hydra teeth to Elsa. Walk past the Hydra into the back cave.

Hydra Lair (Back Cave)

After Elsa gets a Magical Bow and bids you farewell, pick up all the drachmas. There are 1,000. Pick up the Magic Helm from the ground nearby. Walk left past the Hydra tail to see the sea chest. Heal yourself completely, and then cast Magic Ward.

Open the sea chest and take the punishment. (Again, Magic Ward diverts damage to your Stamina rating, so you should survive just fine.) Take all treasure—2,000 drachmas, a Shrink Spell Scroll, a rope, and the Magic Chain Mail. Use the Mystic Magnet to teleport back to your room at the Land Inn.

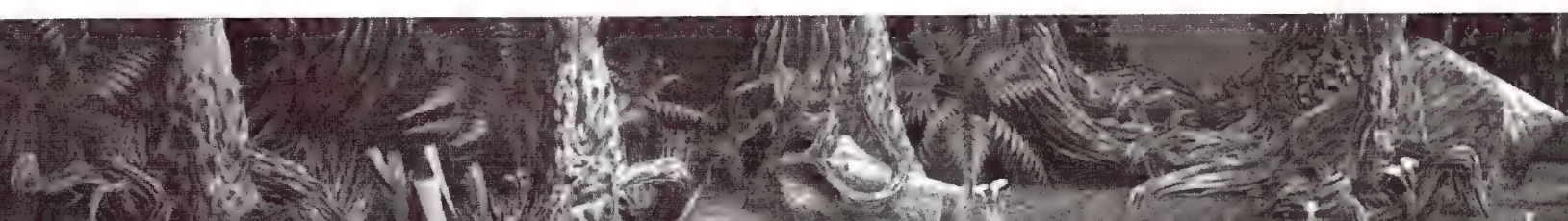
Land Inn

If it's before midnight—and it should be, if you're following this walkthrough—go downstairs and talk to Ann about her mortgage. You learn Ferrari is foreclosing on the Land Inn because Ann is behind on her loan payments. If she knew a good painter, she'd spruce up the place, and business would pick up, surely. She asks you to talk to Ferrari for her. What kind of hero would say no?

Have a meal, go back to your room, and sleep until morning.

Day 10: Prepare for the Rite of Destiny

You awaken to the sound of a guard knocking on your door. He summons you to the Hall of Kings.



Hall of Kings

Logos proclaims Elsa von Spielburg the victor in the Rite of Valor. However, Elsa nobly shares the victory with you. Then, as before, you're dismissed to rest up for the next rite.

When you return, Logos announces the next quest, the Rite of Destiny. You must go to the island of Delos and seek the mysterious Sybil who foretells the future, and then return with proof from the oracle.

Nob Hill

Read the Nob Hill bulletin board to see the latest news. You learn that the murderer not only is killing people, but also is destroying the Dragon Pillars outside town. You also read that the Archmage Erasmus has taken ill and is unconscious at his home.

Weapon Shop

Sell all extra items, including the extra Magic Chain Mail and the extra Magic Helm.

FACS

Talk to the Famous Adventurer. Discuss all topics to hear his advice about the Rite of Destiny. He suggests a "little gold offering" will help coax the Sybil. Note also that he seems quite excited about the notion of dancing with Dryads in their magical glade. However, you need an offering they can "really sink their roots into."

Click on the stack of books in the foreground, just below the open book on the stairs. Keep clicking on the book stack to see complete instructions for building a balloon.

Apothecary Shop

Julanar and Salim announce the drugging of Erasmus as you enter the shop. Weird, man! Talk to Julanar to learn about the drugging. When you say good-bye, she gives you a set of Magic Seeds.

Talk to Salim. Sell him the Hydra scales. Now he's able to produce Fire Proofing Potion. Buy two Fire Proofing Potions. Stock up on Healing and Stamina Pills. You're probably depleted after tussling with the Hydra.

Bank of Silmaria

Deposit all the lovely extra cash in your savings account. Be sure to keep a few spare drachmas. You'll need at least one drachma for the next rite.

Wolfie's Artesan Stand

Talk to Wolfie to hear all the rumors about the rites. Sounds like Elsa and her sponsor Minos aren't getting along. Ask Wolfie about flying, too, to learn of his painting. He sure would like to fly someday. Buy the balloon painting.

Marrak's Food Stand

Show Wolfie's balloon painting to Marrak. He offers to sell you his spare brazier. Buy the brazier. Use your Mystic Magnets to teleport to your room.

Land Inn

Take the spare sheet from your bedroom's bottom drawer. (This is better than stealing the sheet from your bed because you lose no Honor points.) Go downstairs and show Wolfie's balloon painting to Ann. Give Ann the sheet. She agrees to sew it into a balloon. Click on Ann. Select Tell about Wolfie. Ann says she'll talk to Wolfie about painting her Inn.

Adventurers Guild

Talk to Elsa.

Around Silmaria

You have got the rest of the day to kill while Ann sews the sheet for you. Go down to the Docks and practice your Swimming and other skills until about 11 P.M., and then head for the Dead Parrot Inn.

The Dead Parrot Inn (Before Midnight)

Go up the stairs to the left and talk to Ferrari. If you've discussed the Land Inn mortgage with Gnome Ann, you can ask Ferrari about it. Ferrari says he'll hold off on foreclosing the mortgage for awhile, and offers you the Inn's deed in exchange for "something of great value." Use your Mystic Magnets to teleport home and sleep until morning.

Day 11: The Rite of Destiny

Reaching Delos is a complicated endeavor. By now, you probably realize you need a balloon for transport. Guess what? You have everything you need except a gondola, preferably one with wings. Let's see. Where can we find a gondola with wings?

Land Inn

Be sure you have your tinderbox, rope (from the Hydra's treasure chest), brazier (from Marrak), goo (from the Hydra's lair), Hippocrene water (from the Pegasus nest area), and at least one drachma in your inventory. You also need the King's Ring and at least one bottle of Fire Proofing Potion for an important stop you'll make on the way to Delos.

Now go downstairs. Ann gives you the sewn sheet. As thanks, give Ann the Magic Seeds you got from Julanar.

NOTE

Before you go to Science Island, be sure you have your second amphora of Hippocrene water in your inventory. If for some reason you have no Hippocrene water or empty amphorae, go to Wolfie's stand and buy another amphora for the trip. Then you can stop for a fill-up at the Pegasus nest area on the way to Delos.

Science Island

Enter the institute and ride the lift up to the balcony level. Go through the upper door out onto the circular platform. Click on the crane controls—the narrow glowing panel near the doorway—to bring up the crane control interface. Set Crane Extension to 100. Set Crane Rotation to 50. Set Claw Position to Closed. Click on Run. The claw drags the winged gondola out of the water and sets it on the circular platform.

Put the sewn sheet on the gondola. Put the rope on the gondola. Put the goo on the gondola. Put the brazier on the gondola. Stop! Don't light the brazier with the tinderbox just yet. Remember Wolfie's burning desire to see a flying machine? Grant him his wish. (It's a long way to his stand, but if you want to be a true Paladin, you have to work for it.)

Wolfie's Artesan Stand

Talk to Wolfie. Tell him about your balloon. His tail won't stop wagging for days. Now return to your balloon on Science Island.

Science Island

Use your tinderbox to light the brazier. Up, up, and away!

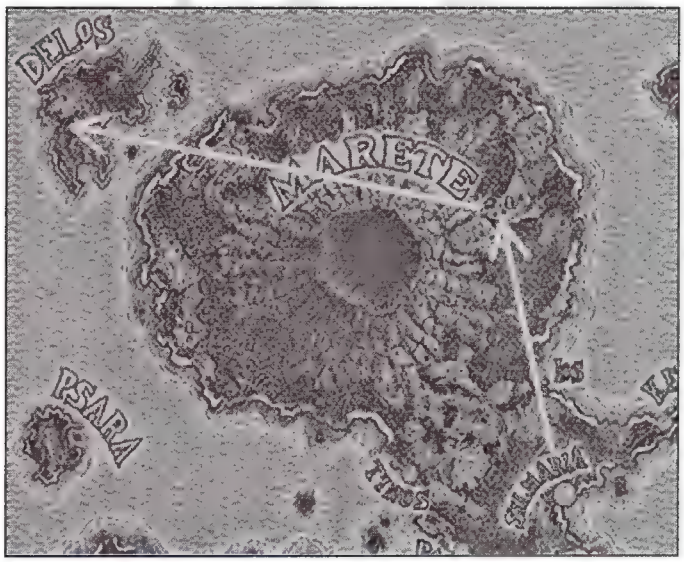
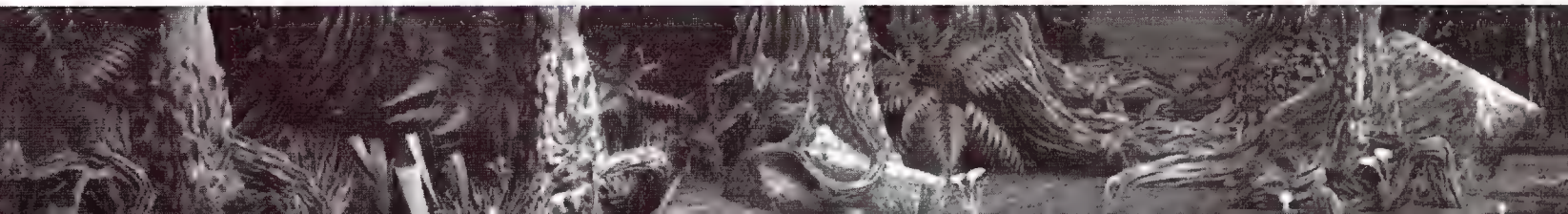


Figure 5-19 *Before you target Delos, make a quick stop at the Dragon Blood Pool. Here's the route.*



Overview Map

Fly due north to the Dragon Blood Pool. (See figure 5-20 for the route.) Stop the balloon near the dragon-head icon, click on the balloon to disembark, and then walk onto the dragon-head icon to enter the Dragon Blood Pool area.

Dragon Blood Pool

Watch out for fluttering Batties! Use a bottle of Fire Proofing Potion on yourself. Run to the lava pool. Dip the King's Ring in the lava. Run back out of the area and reboard the balloon.

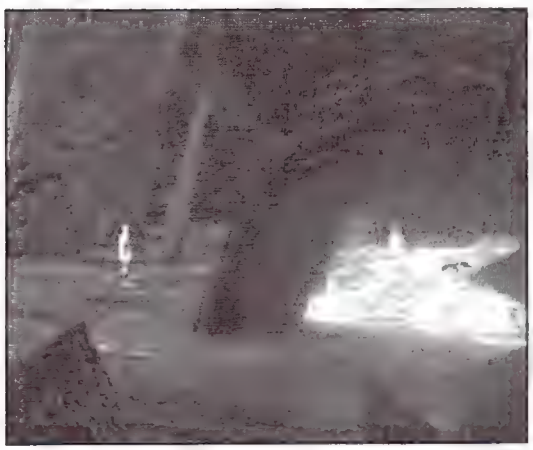


Figure 5-20 *Douse yourself in Fire Proofing Potion and dip the King's Ring in the lava of the Dragon Blood Pool.*

Map Overview

Fly west and slightly north to Delos, the island just northwest of Marete. (See figure 5-20.) Once you arrive at Delos Island, park your balloon near the Dryad (tree woman) icon in the southwest part of the island and walk onto that icon. You enter the magical glade.

Dryad Glade

Pour your bottle of Hippocrene water on each one of the seven beautiful Dryads in the glade. Wait a few seconds; the show begins. Enjoy! Exit the glade.

Figure 5-21 *Pour Hippocrene water on the Dryad roots and wait patiently for the show.*

Overview Map

Walk across Delos to the icon of the marble statue in the northeast part of the island.

Delos (Oracle Room)

Important: Click on the monolith leaning in front of the fountain to read the inscription about Hades. (You need to know this inscription later.) Click *carefully* on the Black Lotus flower floating in the fountain to get it. (If you click on the water, you drown.) Drop a coin in the fountain—that is, click a drachma on the water.

Listen to the destiny the Sybil proclaims. When she's finished, she leaves a ceramic plate on the ground—your Proof of Destiny. Take the Proof of Destiny. Don't teleport back home! You still need the balloon. Instead, exit the room.

Map Overview

Walk back to your balloon, and fly it southwest back to Silmaria. Stop near the city, click on the balloon to disembark, and walk onto the Silmaria icon.

Land Inn (Your Room)

Sleep until morning.

Day 12: The Rite of Courage

Four Rites, four Prince of Shapeir victories. What's next? I hear the next rite is hell. Rise and head downstairs for breakfast. Wow! A new paint job. And Wolfie sits at a nearby table, proud of his work.

Land Inn

Talk to both Ann and Wolfie. Then head up to Town Square.

Wolfie's Artesan Stand

How did Wolfie get here so fast? Must be a dog thing. Anyway, click on him. "It was such a thrill to see your flying machine in the air!" Talk to Wolfie, and then buy three more amphorae. It's a hell of a purchase, believe me.

Hall of Kings

Show the Proof of Destiny to the gate guard. This triggers a gathering inside the Hall, where Logos announces your victory in the Rite of Destiny. After your usual rest, you return to hear Logos describe the next quest, the Rite of Courage.

Your new goal is to enter the gates of Hades, find the River Styx, and return with its water. As part of the deal you get to meet Cerberus, the fearsome three-headed dogbeast and guardian of the underworld.

It just keeps getting better, doesn't it?

NOTE

This victory should push your Honor points past the 450 mark, thus earning you the potent Holy Strength Spell.

Marrak's Food Stand

Buy a pizza (either kind). Buy a box of Sokolatak-ya. Be sure you have at least one gyro, too. There'll be hell to pay if you don't.

Apothecary Shop

Talk to Julanar and Salim to learn more about the drug afflicting Erasmus and Shakra. Sounds like they could use some River Lethe water. Where the hell can you get that? Give Salim the Black Lotus. Restock your Healing and Stamina Pills, if necessary. You'll need them where you're going.

FACS

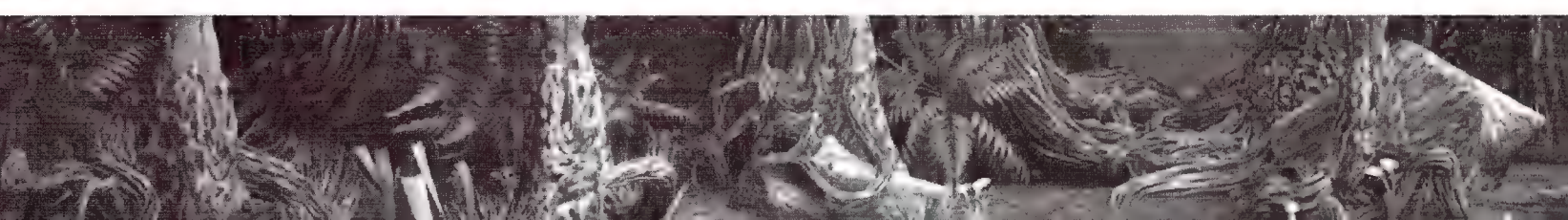
Talk to the Famous Adventurer. He tells you what you need to know to enter Hades.

Weapon Shop

Talk to Pholus. He chips in his advice on finding Hades.

Land Inn

Flower power! Looks like those Magic Seeds did the trick. Enter and talk to Gnome Ann. She's jealous about a girlfriend. A "really big guy" delivered a box of chocolates for you from Elsa. (Know any really big guys?) Go upstairs to your room and get the chocolates sitting on the chair. Don't eat them! They're drugged. Then exit Silmaria through the west gate.



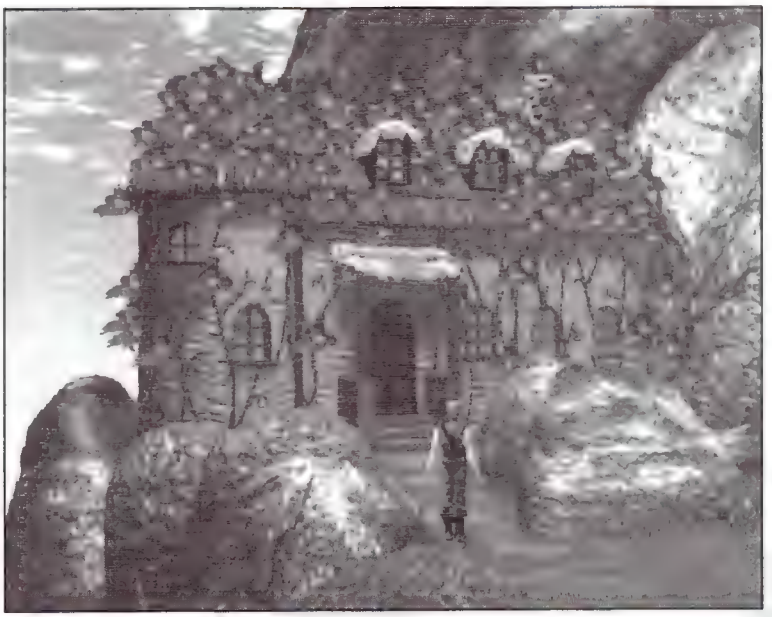


Figure 5-22
Cool! Those Magic Seeds turned the Land Inn into a massive floral arrangement.

Overview Map

Walk (don't fly) northwest across Marete to the horned-skull icon. It's just up the coast from Tinos, at the south base of Mount Draconis.

Dragon Pillar (Bloody)

Note the corpse of the Silmarian guard lying in the stream. *Aha*—the mingling of water and blood. Use one of Wolfie's amphorae to get some of the fouled stream water. Walk to the far left, where it seems "the stream flows directly to the center of the earth from here." Pour the water from the amphora into the place where the stream flows into the ground. Earthquake!

Gate to Hades

Try to enter the gate. Cerberus emerges. Talk to the beast. Then bribe him with pizza, a gyro, and Sokolatak-ya. Enter the gate.

Hades (Entry Cavern)

Gird yourself for battle. Use your Destroy Undead Spell (if you have it) to destroy attacking spirits. (If you don't have the Destroy Undead Spell because you're low on Honor points, just hack your way through the undead.) Head to the right of the screen. When the path splits, follow the narrower right path, toward the front of the cavern. Continue under the arch and follow the twisting path. Eventually you come to a natural bridge.

Make sure your Health rating is 100 percent. Click on the lower path and select Jump Down. Consume health items to heal yourself. Now run under the bridge and go through the doorway at the rear right of the cavern.

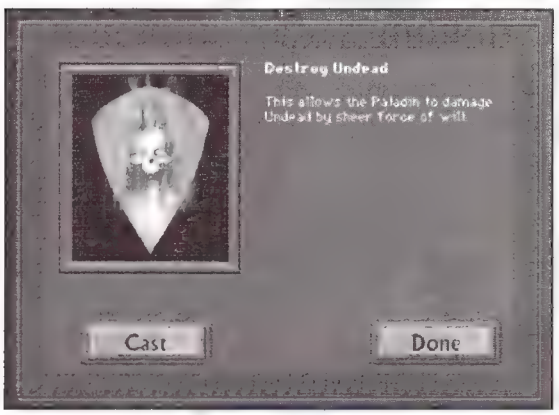


Figure 5-23 *Destroy Undead is a Paladin's best friend in Hades. If you've followed an honorable path, you earned this spell long ago.*

Hades (Dragon Skeleton Cavern)

Sprint to the left of the screen, casting Destroy Undead at the guards on the way. Run the length of the dragon skeleton, exiting through its jaws.

Hades (Three Rivers Cavern)

Head downhill past more Shades and Lemures to another path fork. Follow the right fork (the lower path, near the bottom of the screen) and continue to the swirling whirlpool where the three rivers converge. Just

left of the whirlpool are the "sluggish" waters of the River Lethe. Click an empty amphora on the water to scoop up some of the river. It appears as "Lethe Water" in your inventory.

Continue to the right, past the whirlpool, to the "swift" waters of the River Styx. (Watch out for the guard who hovers in wait.) Click another empty amphora on the river to get some "Styx water." Important: Dip the King's Ring in the Styx for the final touch on the Ring of Truth.

Now run back around to the far side of the whirlpool. Follow the far path (at the back of the cavern) to the right. Continue along that path—it's a long, long run—until you approach the Halls of Hades and meet the Guardian.

Figure 5-24 *After you scoop up Styx water, be sure to dip the King's Ring into the Styx, as well. You now have a Ring of Truth.*

Halls of Hades

Listen to the Guardian of the Dead. You meet the souls of Erana and Katrina. Choose Erana. (You can choose Katrina instead; neither choice is wrong. But I recommend Katrina for Wizards, and Erana as the Paladin's choice.) Select Pay the Price. After the Manes beat the hell out of you, Erana asks you to meet her on the island known as Lymnos. When you recover, take some Healing and Stamina pills.

NOTE

If you choose Katrina over Erana, Katrina asks you to meet her on Zante Island, which is just south of Erana's Lymnos Island. If you choose neither, Erana gives you a parting gift, a Water Breathing Amulet—just to make you feel guilty, no doubt. (As well you should.)

Now it's time to get the hell out. Unfortunately, your Mystic Magnets don't seem to work down here in Hades. Retrace your route all the way back to the Hades Gate and exit. When you step outside, another earthquake hits!

Hades Gate

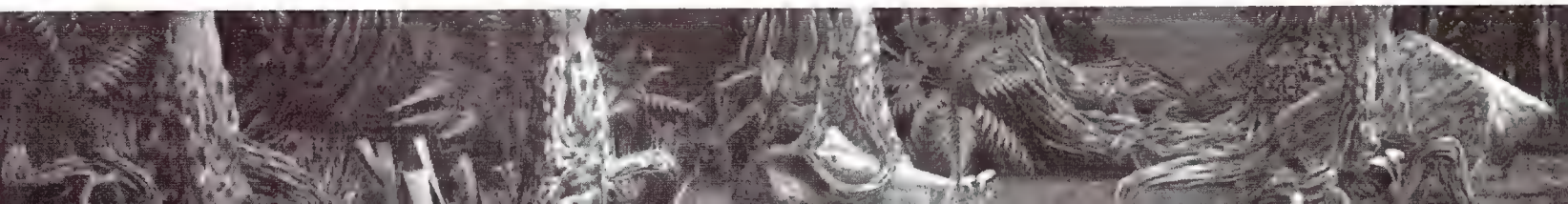
The gate area transforms back to its original state. Now you can use your Mystic Magnets to return home.

Land Inn (Your Room)

If you arrive before midnight, go downstairs and talk to Ann about the flowers. Then go back to your room and sleep until morning.

Day 13: Courting Erana

Erana asked you to come to Lymnos Island. Your sense of Paladin honor compels you to do so. Besides, Erana (yet another veteran of *Quest for Glory IV: Shadows of Darkness*) happens to be an archmage with strong magic on her side. (Not to mention she's kind of a babe.) Exit Silmaria via the west gate.



Map Overview

Board your gondola balloon and fly northeast to Lymnos Island. (See figure 5-26 for the route.)

Figure 5-25 *Here's the route to Erana's retreat on Lymnos Island.*

Figure 5-26 Quest for Glory *veterans know Erana's gardens are places of true serenity.*

Erana's Retreat (First Visit)

Talk to Erana. After you say good-bye, fly your balloon back to Silmaria and go to the Town Square.

Sarra's Bead Stand

Talk to Sarra. Buy the Hera's Ring.

Marrak's Food Stand

Buy another box of Sokolatak-ya.

Apothecary Shop

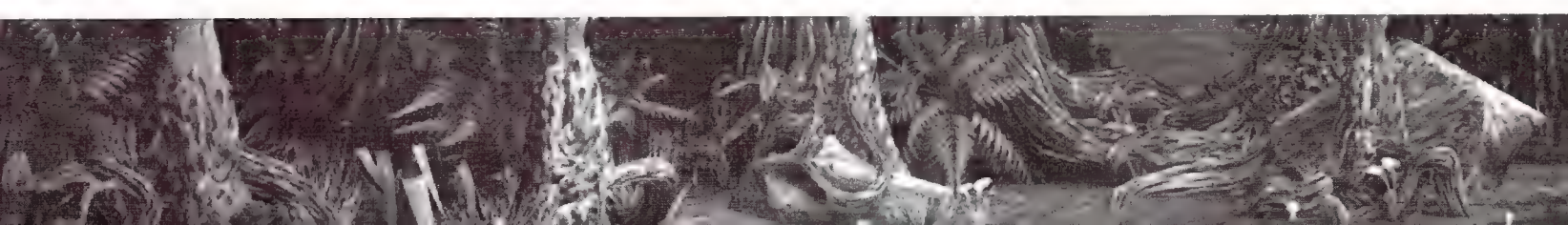
Pick some flowers outside the shop. When you enter, Salim says he's added the Black Lotus to his Poison Cure Pills, and now they work as an antidote to the assassin's rare poison. He swaps your old pills for his new ones automatically.

Talk to both Julanar and Salim for more information on the lotus-enhanced poison-proof pills. Give the Lethe water to Salim. Julanar says it will help Erasmus and Shakra sleep properly, but won't bring them out of a coma. Give the box of drugged chocolates to Salim.

Hall of Kings

Show the Styx water to the gate guards. This triggers the ceremony concluding the Rite of Courage. Logos announces the next quest—the Rite of Peace. The Atlantean sea people known as the Tritons have been attacking Silmarian craft for mysterious reasons. Logos calls on the contestants to speak with the Triton queen and forge a new alliance between Silmaria and Atlantis.

After the guards escort you from the Hall, exit Silmaria through the west gate.



Map Overview

Walk to your balloon, and then click on the balloon to board. Fly the balloon northeast to Lymnos Island and walk to Erana's retreat.

Erana's Retreat (Second Visit)

Talk to Erana. When you ask about Atlantis, she gives you the Water Breathing Amulet. Give her the flowers. Give her the Sokolatak-ya. Exit and ride your balloon back to Silmaria.

Boat Dock

It should be getting late. Practice your Swimming skill until midnight. Then teleport back to your room.

Land Inn (Your Room—Elsa's First Visit)

When you try to sleep, Elsa appears. She tells you she believes Minos is the cause of the Silmarian problems. Before you talk to her, give her a Health Potion. (More Honor points!) Talk to Elsa. When you say goodbye, Elsa leaves and you go back to sleep until morning.

NOTE

When your Paladin reaches 475 Honor points, he earns the Awe Spell.

Day 14: The Rite of Peace

Minos! Being a man of honor, you're dying to investigate the rich man's retreat. But you can't get to Minos Island yet; Andre's boat won't make it,

and if you try to approach in your balloon, a mysterious wind blows you away. So you'll just have to wait for better transportation.

Besides, other events are unfolding quickly. The Dragon Pillars are coming down, and the Dragon of Doom soon may be loosed upon the world. Waste no time now. Ask an expert about the Rite of Peace.

FACS

Talk to the Famous Adventurer. He indicates where you can find Atlantis—in the middle of Skyros Island—and notes its secret entrances. Exit Silmaria via the west gate.

Map Overview

Board and fly your balloon due west to Skyros Island—the island with the lake in the middle. (See figure 5-28.) Land and walk to the marble pillar icon just off the east shore. Step onto the icon to take a swim.

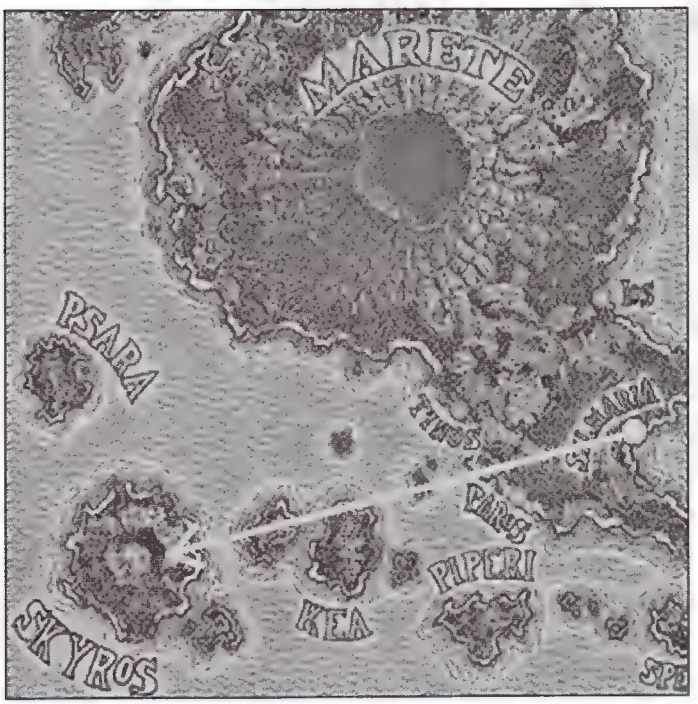


Figure 5-27 *Here's the route from Silmaria to Skyros Island, the Triton stronghold.*

Dock Entrance to Atlantis (Underwater)

Equip your hero with the Water Breathing Amulet. Note that, despite this device, your Stamina rating slowly drops. Swim left to the ornate metal door leading into the strange tube-like construction. Use the Magic Spear to pry open the gate-like doors. When the Tritons swim out, cast your Peace Spell to immobilize them. Swim into the passageway.

Atlantis (Main Entrance)

Save your game here! You enter a heavily guarded underwater courtyard. Many Triton warriors are posted along the side walls. Cast Peace or Awe and swim straight across the courtyard to the large building at the far end. Don't kill any Tritons! If guards make a move toward you, cast Peace or Awe again.

When you reach the main doors, cast Holy Strength, quaff Health and Vitality potions, and then force open the doors to enter the throne room. (If you don't have Holy Strength, this may take a few tries. Keep at it! The doors will open eventually.)

Figure 5-28 *The Awe Spell, earned when you reach 475 Honor points, will make your Atlantis excursion much easier. If you haven't earned Awe yet, use the Peace Spell instead.*

Triton Queen's Throne Room

Immediately cast a Peace Spell and swim straight toward the Triton queen. When she calls out, "You there! Intruder! Come no farther!"

click on her. Talk to the queen. After you explain the ways of the Paladin, she gives you the Peace Statue and you end up outside the dock entrance. Exit to the map overview.

Map Overview

Board your balloon and fly back to Silmaria, and then go to your room.

Land Inn (Your Room)

Sleep until morning.

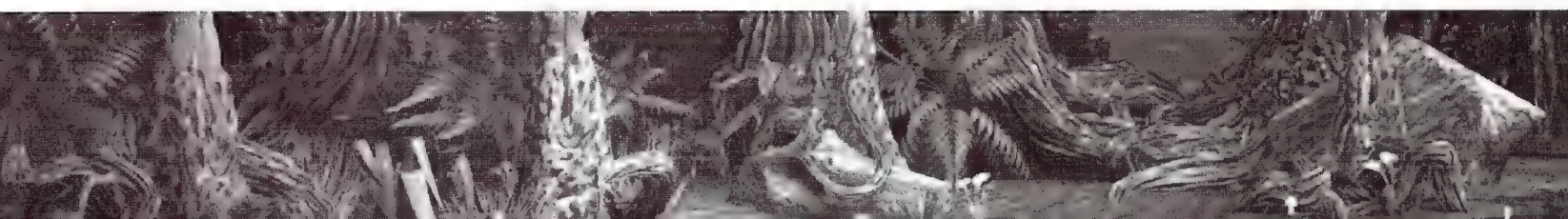
Day 15: Begin The Rite of Justice

Before you finish off the Rite of Peace, you should do a little detective work. Gnome Ann said a "really big guy" delivered the drugged chocolates for you. Say, that wouldn't be *Gort*, would it? Why would the good professors try to drug both you and Elsa? It wouldn't have anything to do with the Rites of Rulership competition, would it? How many more dim questions can I ask in row? Eight? Ten? Maybe you should take a little trip out to Science Island.

Science Island

When you enter the institute, note that Gort isn't standing guard by the Secret Laboratory access panel upstairs. In fact, he's nowhere to be seen; nor is Dr. Pretorius. Take the lift to the upper level. Click on the Secret Laboratory access panel. Enter your Secret Scientific Laboratory Access Code.

And what is that access code? It's the password you earned by successfully completing the Science Aptitude Test at the monitor inside the institute. *Quest for Glory V* assigns different passwords each time you start a new game, so I can't give you the answer here. (If you've forgotten your code, simply return to the main floor and click on the test



monitor.) Once you enter the correct password, the wall rises, revealing the Secret Laboratory.

Talk to Dr. Pretorius. Hmmm. Seems like the scientists may be responsible for the drugging of Erasmus and Shakra, doesn't it? Exit and return to the mainland.

Hall of Kings

Show the Peace Statue to the guards to trigger the completion ceremony for the Rite of Peace. First, Logos accuses Dr. Pretorius of drugging the Wizards Erasmus and Shakra, and disqualifies Gort from the competition. Then he lauds your victory and announces Gort's withdrawal from the competition.

After your rest, you and Elsa return to the Hall. Logos wisely notes that all the recent Silmarian calamities seem connected. Your final quest is to seek the root cause of all these terrible deeds. Who's the mastermind? Is it Minos?

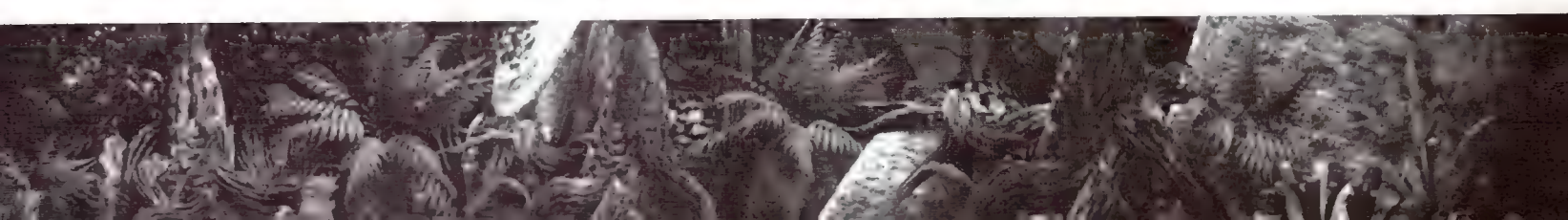
This is the Rite of Justice.

CAUTION

After 6 p.m. on the day you conclude the Rite of Peace, don't walk from the Docks to the West Side of town! The assassin lies in wait, and you don't want to meet him until tomorrow. When you wish to return to your room from the Docks area, use the Mystic Magnets.

Apothecary Shop

Talk to Julanar and Salim to hear the good news about Erasmus and Shakra. Both are resting comfortably, now, thanks to the Lethe water you provided. However, the mysterious drug still keeps them asleep.



Before you go, be sure you're well-stocked with healing and stamina items, and you have at least 10 bottles of Poison Cure Pills and one bottle of Fire Proofing Potion.

Weapon Shop

Buy the Dragon Slayer Sword. You can bargain Pholus down to well below 4,000 drachmas.

FACS

Talk to the Famous Adventurer to learn more about the monstrous dragon, a legendary beast released by the Wizards of Atlantis eons ago. Only the Dragon Pillars can bind the dragon; thus, their systematic destruction threatens Marete, Atlantis, and perhaps all of civilization. Use the Mystic Magnets to teleport to your room, and then exit Silmaria through the west gate.

Map Overview

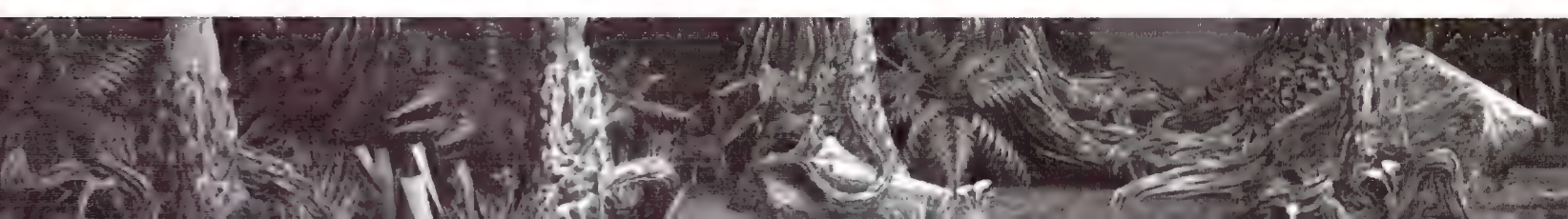
Fly your balloon to visit Erana on Lymnos Island.

Erana's Retreat (Third Visit)

Talk to Erana. Be sure to ask for a kiss. She's honored, but she needs to think this over. Fly back to Silmaria. If you arrive after 5 P.M., go directly to the Dead Parrot Inn.

The Dead Parrot Inn (after 5 P.M.)

Go upstairs and talk to Ferrari. Give him the Peace Statue. He will be most pleased, and give you the Land Inn deed in return. *Do not walk back to the Land Inn*! Use your Mystic Magnets to teleport to your room.



Land Inn (Your Room—Elsa's Second Visit)

Go downstairs and give Ann the deed. Eat, go back to your room, and try to sleep.

Guess who returns for another visit? Elsa says she's off to Minos Island to seek proof of Minos's involvement in the treacheries afflicting Silmaria. Give Elsa the Dragon Slayer Sword. Then talk to her. She says Minos has the Prophecy Stone, which proves his guilt in the breaking of the Dragon Pillars. When you say good-bye, Elsa slips out again and you sleep until morning.

Day 16: The Assassin Strikes

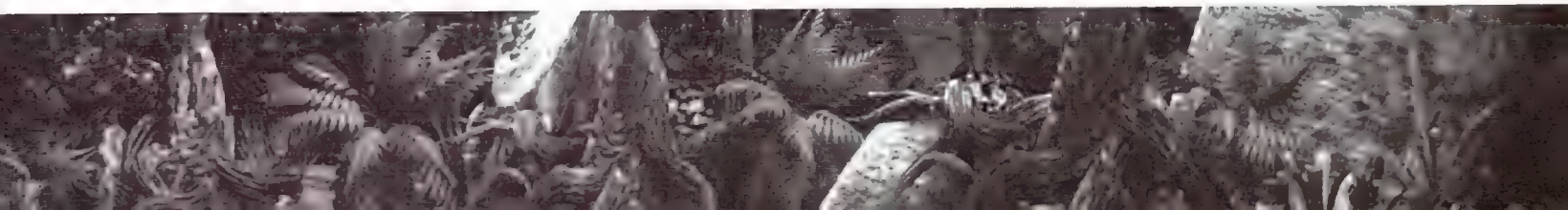
Erana has had plenty of time to think about that kiss, so take one last balloon trip to Lymnos Island. But before you go, Gnome Ann has a gift of gratitude for you.

Land Inn

Talk to Ann. She wants to serve you a special meal as thanks for the "good deed." Sit down to eat. Then exit Silmaria and fly your balloon to Lymnos Island.

Erana's Retreat (Fourth Visit)

Talk to Erana. She has some disturbing news about the dragon and the Prophecy Stone. Tell her you love her. Offer the Hera's Ring to her. She accepts! You won't need the balloon again, so use your Mystic Magnets to teleport back to your room.



Adventurers Guild

Talk to Toro. Work out on the treadmill for a few hours to build up your Vitality rating. After 6 P.M., go to the Docks, and then turn around and walk right back to the West Side bridge.

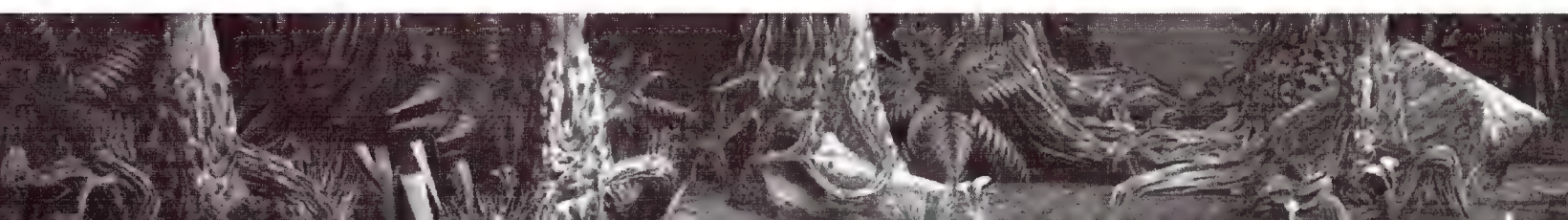
West Side (after 6 P.M.)

Important: Take a Poison Cure Pill *before* you approach the bridge. Place health and stamina items in your Belt for easy access. Then walk to the bridge. The assassin appears and throws poisoned daggers at you. Attack the assassin. Pop another Poison Cure Pill during the fight, just to be safe. After you defeat Bruno, you end up before Logos in the Hall of Kings.

CAUTION

If you consume no Poison Cure Pills, you'll probably die even if you defeat Bruno in combat.

Figure 5-29 *The cloaked assassin turns out to be Bruno, an old nemesis from previous quests for glory. Pop Poison Cure Pills, or face a most unpleasant death.*



Hall of Kings

When Logos asks you to suggest a course of action, select Confront Minos with Suspicions. After you're escorted outside the gates, use the Mystic Magnets to teleport back to your room.

Land Inn (Your Room)

Sleep until morning.

Day 17: The Rite of Justice

A Silmarian guard wakes you by pounding on the door. He escorts you automatically to the Hall of Kings, where both Logos and the infidel Minos await you.

Hall of Kings

Accuse Minos of all crimes. After he teleports away, you're sent to Minos Island on a fast boat and set ashore near the stronghold.

Minos Island (Exterior)

Cast Awe to chase away all guards from around the fortress. (If you don't have the Awe Spell at your disposal, either cast Peace or simply defeat

Figure 5-30 *The palace hall is heavily guarded. Cast your Paladin's awesome Awe Spell (if you have it) to scare away all defenders.*

all guards in combat.) Cast Holy Strength. Click on the fortress doors and select Ram the Doors. Do the same on the inner doors.

Minos Palace (Interior)

The fortress interior is fabulously decorated, befitting a man of great wealth. Of course, such wealth and treasure is heavily guarded. Again, cast Awe to chase off the Goons and Centaur Wizards. Climb the stairs and go into the Treasury—the leftmost door on the second floor.

Minos Treasury

Hang on. Things happen fast in here. Minos stands above, taunting you from the balcony. His mighty War Minotaur bellows at you from across the room, waving its grisly Minotaur Axe. Elsa is imprisoned behind bars at the far right alcove. Her toolkit sits on the desk in the left foreground.

How to Defeat the War Minotaur

After Minos gloats a bit, he calls his guards, and two more Goons lumber in the door. Grab Elsa's toolkit and give it to her; she frees herself from the alcove, grabs her weapon, and joins the fight. Eliminate the Goons first (or just cast Awe), keeping your distance from the powerful War Minotaur and its killer axe. Then team up with Elsa to defeat the War Minotaur.

Unfortunately, this setback prompts Minos to hurl himself and the Prophecy Stone to the ground. Both shatter. The broken stone releases the Dragon of Doom. When you see the dragon rise, *quickly* do the following! You don't have much time.

How to Transport to the Dragon

Quickly! Search Minos's body; you find a number of items, including another Poisoned Dagger. Search the War Minotaur to get its Minotaur Axe. Then cast Magic Ward. Click on the alcove Elsa indicates—the one farthest back on the left. Get a pencil and paper ready. Disarm the trap.

More easily said than done, of course. This is a killer trap. You see each Greek figure only once, and then the timer kicks in. Plus, you must

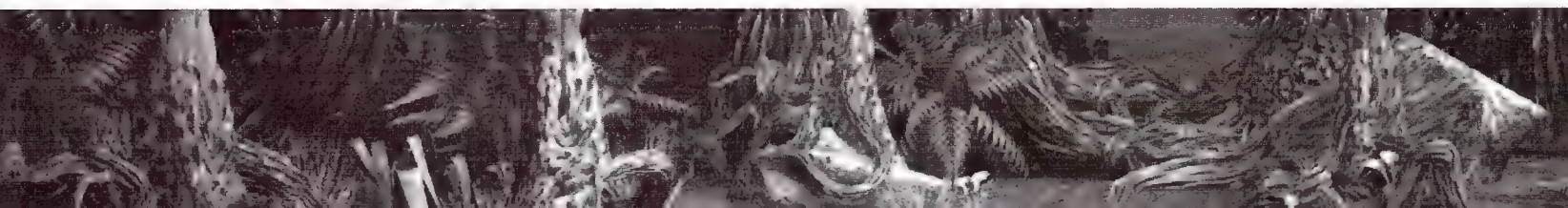


Figure 5-31 *The Dragon of Doom awakens!*

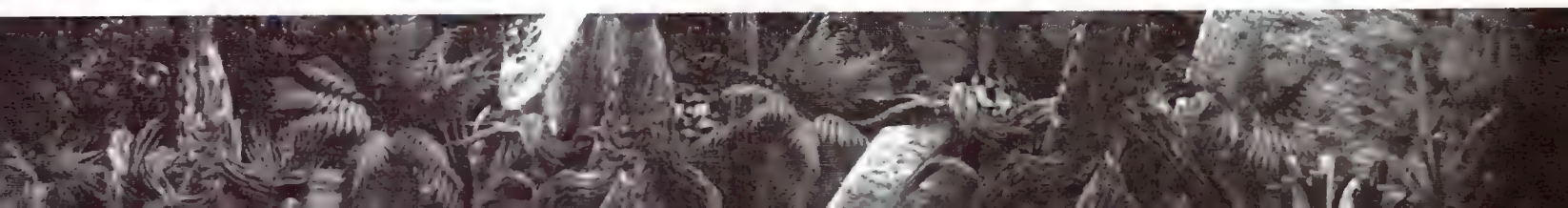
make six correct selections, with only two errors allowed. Tough! But you can do it.

Once you disarm the trap and clean out the alcove, Erana—or Katrina, if you rescued her from Hades, instead—suddenly appears. The Wizardess brings bad news: the dragon is risen. Then she teleports to the Dragon Blood Pool with you and Elsa.

Endgame (Dragon of Doom)

Hey, the gang's all here. Gort and Toro join you, Elsa, and Erana at the Dragon Blood Pool. And thus the action begins.

> NOTE
>
> **What follows is the optimal endgame sequence for this particular Paladin's Path, in which you released Erana's soul from Hades and got engaged to her. Note, however, that different endings are possible if you made different choices in Hades or in your courting of women. For more on this, see Appendix A, "Endgame Scenarios."**



How to Defeat the Dragon

You must perform three actions to defeat the Dragon of Doom:

- First, repair the Dragon Pillar.
- Second, offer a sacrificial victim.
- Third, defeat the dragon in combat.

Here's how Paladins should accomplish these three tasks:

Immediately click on Toro with the Minotaur Axe to equip him with it. Quickly click on Toro again and ask him to help fix the pillar. Quickly click on Gort and ask him to help fix the pillar. When both Gort and Toro are pushing the Dragon Pillar, click on the pillar to help them. The three of you fix the pillar.

Click on Erana and offer to sacrifice yourself. Gort offers himself instead, plants himself before the dragon, and soon gets roasted.

Now the dragon breaks free, but can't escape the cave, and the battle shifts across the lava pool. All remaining members of the party attack the beast. Your Paladin should join the fray, hacking at the dragon with the Paladin Sword whenever the beast flutters into range. However, your primary concern should be to keep your team alive. Toro, in particular, is vulnerable, so keep casting your Heal Spell on him—and yourself, too. (Elsa and Katrina will heal themselves.) Quaff Vitality and Fire Proofing Potions when necessary.

Eventually, your team will destroy the dragon, and you return to the Hall of Kings.

Hall of Kings (Finale)

You've won! Reject the throne and explain the way of the Paladin.

The Endgame Scenarios

The endgame confrontation with the Dragon of Doom unfolds somewhat differently for each character type—Thief, Fighter, Wizard, or Paladin. Combat style is part of that difference; optimal combat strategies versus the dragon are noted in the walkthroughs for each character. But other elements will differ, too. In particular, your endgame strategy hinges on which soul (if any) your hero liberated during the Rite of Courage.

In Hades, you get the opportunity to bring a soul back to the world of the living. You may choose Erana, Katrina, or neither. Here's a look at how this choice affects your endgame.

Hades Choice: Nobody

If your hero is engaged to marry Elsa von Spielburg, Toro volunteers to sacrifice himself when asked.

If your hero is not engaged to marry Elsa von Spielburg, Gort volunteers to sacrifice himself when asked.

Hades Choice: Katrina

If your hero is engaged to marry Katrina, she allows no sacrifices.

If your hero is engaged to Elsa von Spielburg, Toro volunteers to sacrifice himself when asked.

If your hero is a Thief, Gort volunteers to sacrifice himself when asked.

Hades Choice: Erana

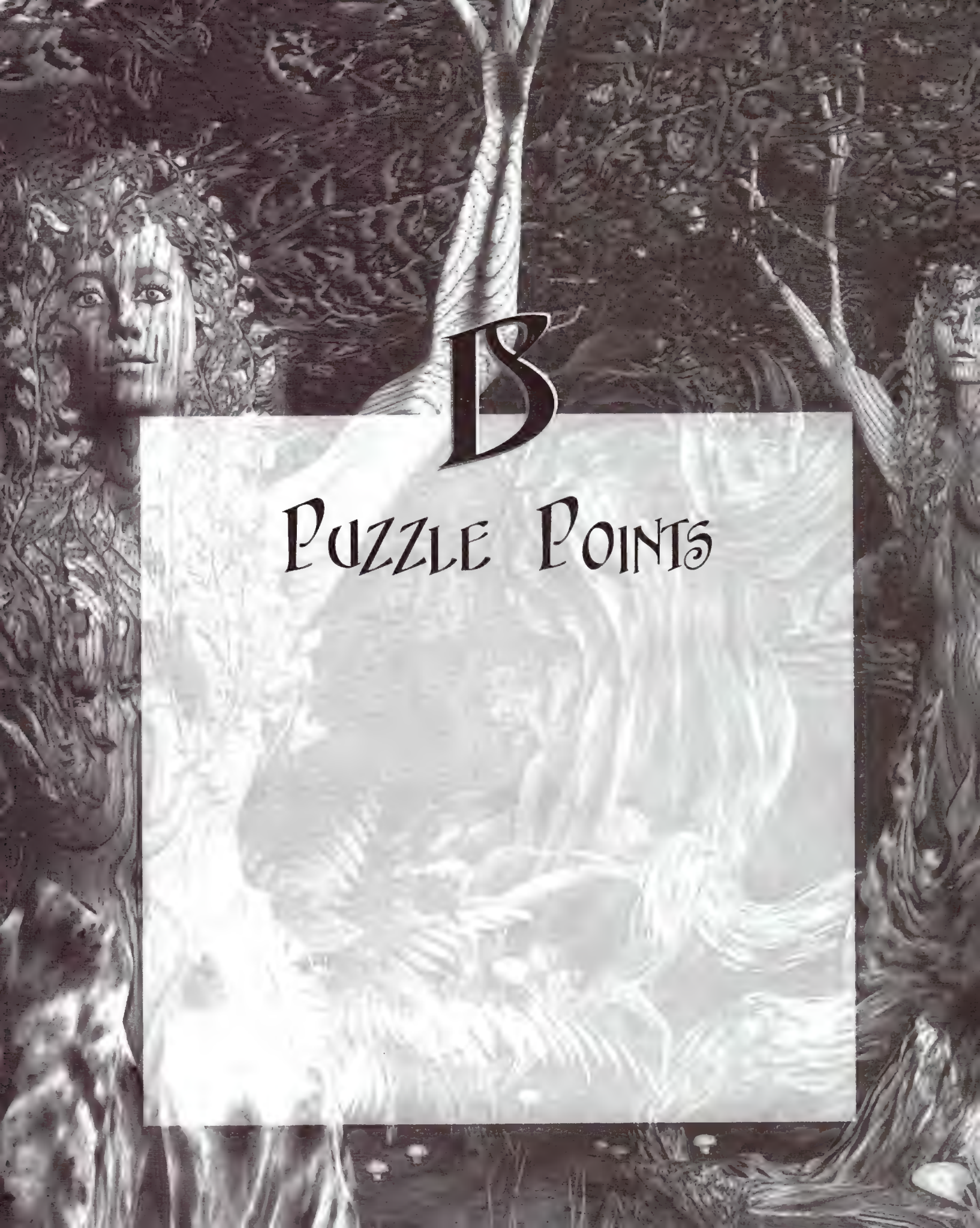
If your hero is a Paladin and engaged to marry Erana, he should offer to sacrifice himself. Erana volunteers instead, but Gort intervenes and heroically provides the sacrifice. (If Gort is dead, however, Erana sacrifices herself.)

If your hero isn't engaged to marry Erana, Erana volunteers to sacrifice herself.

A Note About Self-Sacrifice

Your hero can offer to sacrifice himself at any time during the endgame sequence. A Paladin must tell everyone he intends to do so. A Wizard must tell his team about the Thermonuclear Blast Spell, and then use it.

Your Thief or Fighter may sacrifice himself, too. Of course, Thieves are more interested in self-preservation, and Fighters much prefer to go down fighting, if down they must go.



B

Puzzle Points

ALL CHARACTERS

Action/Item	Points	Location
Enter Rites of Rulership	10	Bank
Return Sarra's Basket	5	Sarra's Stand
Buy Map	5	Wolfie's Stand
Buy Healing Pills	5	Apothecary
Buy Stamina Pills	5	Apothecary
Buy Poison Cure Potion	5	Apothecary
Give Drugged Chocolates	5	Apothecary
Buy Mystic Magnets	5	Magic Shop
Use Mystic Magnets	10	Anywhere
Use Swimming Handbook	10	Found at FACS, but can be done anywhere
Sign Logbook	5	Adventurers Guild
Visit Science Island	5	Science Island
Give "A. & A. Pizza"	10	Science Island (to Dr. Pretorius)
Give "P. & J. Pizza"	10	Science Island (to Dr. Mobius)
Open Secret Lab	20	Science Island
Get Hippocrene Water	10	Pegasus Peaks
Get Black Lotus Flower	10	Delos
Get Sigil of Naxos	10	Naxos
Get General's Shield	20	Sifnos
Get Pegasus Feathers	10	Pegasus Nest
Get Beeswax	10	Dragon Pillar 2
Put Wax on Frame	10	Science Island
Put Feathers on Frame	5	Science Island
Put on Icarus Wings	20	Science Island
Fly to Hydra Island	10	Science Island/Map Overview
Get Hydra Teeth	20	Hydra Lair
Get Hydra Scales	10	Hydra Lair
Buy Fire Proofing Potion	10	Apothecary
Buy Balloon Painting	10	Wolfie's Stand
Get Extra Sheet	10	Land Inn: Your Room
Get Sewn Sheet	10	Land Inn (from Gnome Ann)

ALL CHARACTERS (CONTINUED)

Action/Item	Points	Location
Buy Brazier	5	Marrak's Stand
Get Goo	10	Hydra Lair
Retrieve Gondola with Crane	10	Science Island
Make Balloon	20	Science Island
Fly to Delos	10	Map Overview
Get Proof of Destiny	30	Delos
Open Hades Gate	20	Dragon Pillar
Get Lethe Water	10	Hades
Get Styx Water	10	Hades
Defeat Assassin	20	West Side
Give Deed to Gnome Ann	10	Land Inn
Use Fire Proofing Potion vs. Dragon	20	Dragon Blood Pool
Get Peace Statue	30	Atlantis Throne Room
Find Sifnos Fortress	20	Sifnos
Get Water Breathing Amulet	20	Zante, Lymnos, or Hades (depends on Hades choice)
Give Hippocrene Water	20	FACS
Enter Minos Palace	15	Minos
Restore Dragon Pillar	20	Dragon Blood Pool
Defeat Dragon	50	Dragon Blood Pool
Accept/Decline Throne	50	Hall of Kings

THIEF

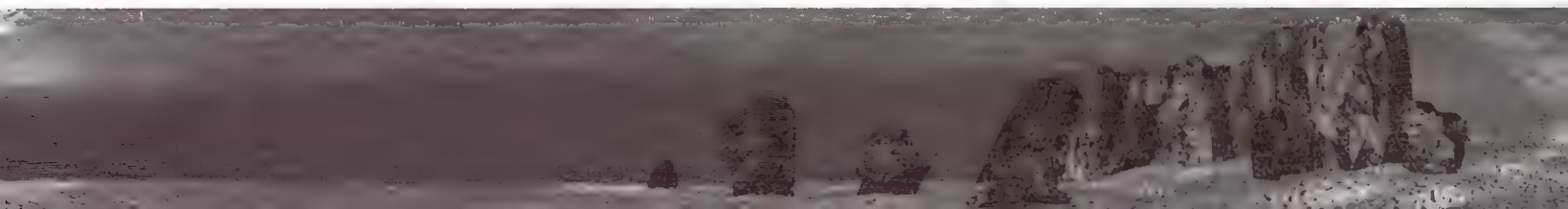
Action/Item	Points	Location
Thief Sign to Ugarte	5	Dead Parrot Inn
Thief Sign to Ferrari	5	Dead Parrot Inn
Thief Sign to Arestes	5	Dead Parrot Inn
Thief Sign to Cloaked Man	5	Dead Parrot Inn
Buy Magic Dagger	5	Magic Shop

THIEF (CONTINUED)

Action/Item	Points	Location
Get Poisoned Dagger	5	West Side (from Assassin)
Get Rope	5	Thieves Guild
Make Rope and Grapnel	5	Inventory
Disarm Trap, Thieves Guild	5	Outside Thieves Guild
Enter Thieves Guild	5	Thieves Guild
Enter Chief Thief Contest	20	Thieves Guild
Talk to Ferrari About Blackbird	5	Dead Parrot Inn
Buy Pickpocket Knife	5	Thieves Guild
Pickpocket the Dummy	5	Thieves Guild
Pickpocket Person (First Time)	5	Anywhere
Rob Bank (First Time)	20	Bank
Rob Bank (Second Time)	10	Bank
Break into House	20	Nob Hill
Buy Blackjack	5	Thieves Guild
Use Blackjack Successfully	5	Any Enemy
Stealth Entry to Sifnos Fortress (No Alarm)	10	Sifnos Fortress
Enter Minos Palace	10	Minos Palace
Stealth Entry to Minos Palace (No Alarm)	10	Minos Palace
Get Blackbird	20	Minos Treasury
Give Blackbird to Wolfie	5	Wolfie's Stand
Buy Imitation Blackbird	5	Wolfie's Stand
Give Blackbird to Ferrari	5	Dead Parrot Inn
Break into Ferrari's House	10	Nob Hill
Trade/Steal Blackbird	20	Ferrari's House
Use Poisoned Dagger on Dragon	20	Dragon Blood Pool
Play Wheel of Fortune	5	Dead Parrot Inn (Nawar)
Win Wheel of Fortune 3 Times	10	Dead Parrot Inn (Nawar)
Win Chief Thief Contest	20	Thieves Guild

WIZARD

Action/Item	Points	Location
Visit Erasmus	20	Arcane Isle
Find Robber's Thief Kit	10	Bank
Show Robber's Kit to Erasmus	15	Arcane Isle
Arrest Robber	20	Thieves Guild
Get Augmentation Spell	10	Sifnos (Wizard)
Buy RIP Spell	10	Magic Shop
Buy Boom Spell	10	Magic Shop
Buy Fascination Spell	10	Magic Shop
Buy Mana Potions	10	Magic Shop
Get Whirlwind Spell	20	Arcane Isle (Erasmus)
Get Thermonuclear Blast Spell	10	FACS
Get Shrink Spell	10	Hydra Lair
Get Magic Wood	20	Delos (Dryad Glade)
Save Erana or Katrina	40	Hades
Get Dragon Fire Spell from Erana/Katrina	10	Lymnos/Zante
Create Magic Staff	20	Magic Shop
Get Drugged Chocolate from Fenris	10	Arcane Isle
Win Rite of Peace Peacefully	10	Atlantis
Give Black Lotus to Salim	10	Apothecary
Give Lethe Water to Salim	10	Apothecary
Get Sigil of Naxos (No Alarm)	10	Naxos
Second Visit to Erana/Katrina	10	Lymnos/Zante
Use Resistance Spell	20	Dragon Blood Pool Only!

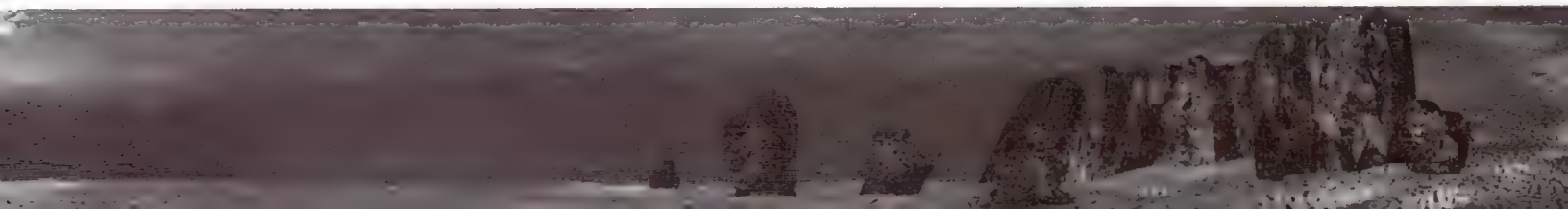


PALADIN (CONTINUED)

Action/Item	Points	Location
Find Robber's Thief Kit	10	Bank
Show Robber's Kit to Erasmus	15	Arcane Isle
Arrest Robber	20	Thieves Guild
Tell Julanar About Arestes	10	Apothecary
Tell Julanar About Andre	10	Apothecary
Get Paros Sigil	20	Paros
Get Naxos Sigil	10	Naxos
Get Tinos Sigil	20	Tinos
Heal Ugarte	10	West Side
Heal Rakeesh	10	Nob Hill
Defeat General	10	Sifnos Fortress
Learn About Ring of Truth	10	Nob Hill (from Rakeesh)
Get King's Ring	10	Hall of Kings
Dip King's Ring in Lava	10	Dragon Blood Pool
Bathe King's Ring in Paladin Blood	10	Anytime Hero is wounded
Bathe King's Ring in River Styx	10	Hades
Win Rite of Peace Peacefully	10	Atlantis
Save Erana	30	Hades
Offer to Sacrifice Self	20	Dragon Blood Pool
Heal Toro during Endgame	5	Dragon Blood Pool
Keep Gort Alive (Endgame)	5	Dragon Blood Pool
Keep Toro Alive (Endgame)	5	Dragon Blood Pool
Give Up Throne to Elsa	40	Hall of Kings Finale
Bribe Cerberus	20	Hades Gate
Give Black Lotus to Salim	10	Apothecary
Give Lethe Water to Salim	10	Apothecary

FIGHTER

Action/Item	Points	Location
Fight Magnum	5	Arena
Fight Elsa	5	Arena
Fight Gort	5	Arena
Fight Toro	5	Arena
Gamble on Self	5	Dead Parrot Inn
Defeat General	20	Sifnos Fortress
Win Rite One	20	Hall of Kings
Win Rite Two	10	Hall of Kings
Win Rite Three	10	Hall of Kings
Win Rite Four	10	Hall of Kings
Win Rite Five	10	Hall of Kings
Win Rite Six	10	Hall of Kings
Get Magic Helm	10	FACS
Buy Dragon Slayer Sword	10	Weapon Shop
Get Magic Chain Mail	10	Hydra Lair
Defeat Sifnos Wizard	5	Sifnos Fortress
Defeat Hydra	40	Hydra Lair
Defeat Cerberus	10	Hades Gate
Defeat Triton Queen	10	Atlantis Throne Room
Defeat War Minotaur	35	Minos Treasury
Defeat Dragon	20	Dragon Blood Pool (Endgame)
Kill Boarman/Goreman	5	Outside Silmaria
Kill Bearman	5	Outside Silmaria
Kill Cougarman	5	Outside Silmaria
Kill Goon	5	Outside Silmaria, Minos Island
Kill Battie	5	Outside Silmaria
Kill Grangler	5	Outside Silmaria
Kill Dragonling	5	Outside Silmaria
Kill Weirding	5	Outside Silmaria



FIGHTER (CONTINUED)

Action/Item	Points	Location
Kill Any Undead Creature	5	Hades/Outside Silmaria
Kill Salamander	5	Underwater Areas
Kill Remora	5	Underwater Areas
Kill Dragon Fish	5	Atlantis Throne Room
Kill Triton	5	Atlantis

BONUS POINTS

Action/Item	Points	Location
Free First Village	20	Keros, Ios, Naxos, Paros, or Tinos
Free Second Village	10	Marete Fishing Villages
Free Third Village	10	Marete Fishing Villages
Free Fourth Village	10	Marete Fishing Villages
Free All Five Villages	50	Marete Fishing Villages
Report Kokeeno's Death	10	Dragon Pillar 2/West Gate Door
Discover Secret Science Lab	10	Science Island
Dance in Land Inn	10	Land Inn
Get Engaged to Nawar	10	Dead Parrot Inn
Get Engaged to Elsa	15	Land Inn
Get Engaged to Katrina	20	Zante Retreat
Get Engaged to Erana	20	Lymnos Retreat
Dance with Dryads	10	Delos (Dryad Glade)
Tell Wolfie About Balloon	10	Wolfie's Stand
Give Magic Seeds to Ann	10	Land Inn
Pass Science Aptitude Test	10	Science Island
Heal Gort in Endgame	10	Dragon Blood Pool
Gort Survives Dragon	10	Dragon Blood Pool
Toro Survives Dragon	10	Dragon Blood Pool
Sacrifice Yourself in Endgame	50	Dragon Blood Pool

An Interview with Lori Cole

RICK BARBA: Let's start at the beginning. How did the *Quest for Glory* universe come to be?

LORI COLE: Corey [Cole] and I had wanted to make a computer game for years. We had played many of the RPGs on the market—*Ultima*, *Wizardry*, even *Rogue*. We enjoyed them, but they were lacking the real essence of role-playing—a strong character, and character interactions with the story. Corey and I met at a science fiction convention over a game of *Dungeons and Dragons*. Thus, we really wanted to create the perfect gaming experience on the computer.

When Corey got a job at Sierra On-Line as a programmer, we looked at the types of games Sierra did well. We wanted to build on the strengths of Sierra's adventure game system, and add the role-playing aspects over it.

RICK BARBA: What were your original sources of inspiration?

Game Designer Lori Cole and Art Designer Terry Robinson

LORI COLE: Our inspirations were the thousands of fantasy and science fiction novels and mythology books we had read over the years, and the hundreds of different games we had played. We tended to analyze what we enjoyed in games, and tried to make certain *Hero's Quest* incorporated all the fun.

RICK BARBA: Do you feel artistically satisfied with *Quest for Glory V: Dragon Fire*—that is, is it a fundamental expression of your creative energies?

LORI COLE: *Dragon Fire* is much closer to my vision of a good RPG. Yes, there are a few puzzles to solve here and there, but they all fit logically into the game structure. There's plenty of action and excitement, some romance, and a lot of adventure. I'm very proud of this game.

RICK BARBA: If you had unlimited resources, what would you set as your next challenge?

LORI COLE: For my next trick . . . true online multiplayer fantasy worlds that the fans can help create and promote.

RICK BARBA: *Dragon Fire* features stunning 3-D graphics and one of the best soundtracks I've ever heard in a computer game. Tell us about the team effort that went into the making of the game.

LORI COLE: There was some incredible talent involved in making this game great. The entire team gave time, devotion, and love to create *Dragon Fire*. There were so many people who deserve kudos, the best thing to do is to watch the ending credits, and cheer for everyone!

RICK BARBA: About eight gazillion *Quest for Glory* fans will kill me if I don't ask this next question. Will there be a *Quest for Glory VI*? If so, can you give us a sneak preview?

LORI COLE: It all depends upon the sales of this game, so I can't really speculate. I certainly intend for the game spirit to continue.

RICK BARBA:: Are there any particular games, books, movies, or artists who inspire you? Have you drawn from any of these in expanding your *Quest for Glory* universe?

LORI COLE: I do a lot of reading to research my games. I want to create a world that's believable, one that feels real. Thus, the game has a history, and its characters all have pasts and futures. I've also pulled from movies and other elements of popular culture. I'm particularly indebted to Monty Python for much of the humor. So there are many, many inspirations, and I try to incorporate all the things I enjoy into the game.

RICK BARBA: How would you describe your game design philosophy?

LORI COLE: My game design philosophy is to make something that dwells like a favorite novel in one's heart, that touches the soul and will be unforgettable. At least, that's what I try to accomplish with every game I make.

Of course, first, the players must have fun. Fun means they must be challenged to the edge of their abilities to out-think and out-play the game. Next, players should be totally mesmerized with the game, to the point where they *live* it, rather than merely play it. Years ago, when *Dungeon Master* was first released on the Atari ST, Corey and a friend and I would spend hours huddled around the little monitor, jumping and panicking when a monster came around a corner toward us. We were immersed in that game. That's the feeling I want the player to get while playing *Dragon Fire*.

Finally, I want players to care about the people and story of the game. I want them to really feel the sorrow and glory of sacrifice when, in *Quest for Glory IV*, Toby gives his life for the life of young Tanya. I want the player to feel that same pain and glory as he plays the Paladin, knowing the risk inherent in all he does.

This is what role-playing really is about—becoming the character, and making the character part of you. I want players to come away from

the game having learned new things about themselves and the real world, what it's like to experience a new culture or way of looking at the world, be it real or imaginary.

RICK BARBA:: The backbone of every *Quest for Glory* is a strong story peopled with distinct characters. As a storyteller, what elements of story attract you?

LORI COLE: Well, I am, at heart, a role-player. Thus, when I write about characters, I pull those characters from my mind, trying to make them as real and believable in their manner and behavior as possible. I know their past, and their dreams. Thus, they speak as if they were alive.

As for storytelling, I've taken writing courses and studied what makes a good plot. I keep in mind the classic elements of good storytelling—conflict, rising action, climax, and so on. However, I also keep in mind that this is the players' game, too. The players control one of the critical elements of good storytelling and good comedy—timing. Game writers can't let themselves forget that the players, too, are part of the game. They determine how they experience this little drama or comedy. Thus, I try to make certain the story evolves around the player's actions, not just the story line.

The ultimate game characters are the players, and I try to create a game that lets them play it as they want to play it, whether Fighter, Wizard, Paladin, or Thief. Thus, the story must make certain all those characters are challenged, and provide the means and opportunity for each player to be his or her own kind of Hero.

All in all, creating *Quest for Glory* is a total challenge for me as a designer. Thus, I love it.

RICK BARBA: Any amusing anecdotes about "The Making of *Quest for Glory V: Dragon Fire*?" How did the development process compare to your previous games?

LORI COLE: Amusing anecdotes? I wish. . . .

This has been the longest, most stressful, most difficult, most painful process, making *Dragon Fire*. It has also been the most rewarding. I've

been able to keep in touch directly through e-mail with those fans who cared the most about this project. This game was the most thoroughly tested of all the games I've made, and Yosemite Entertainment made a total commitment to quality. The team members all contributed and added their vision to the game. Thus, I can honestly say that I have been honored to work with the Quest for Glory team to create *Dragon Fire*.

RICK BARBA: Do you play computer games? If so, do you have any favorite games and/or designers?

LORI COLE: Well, I seldom have the time to play computer games by myself recently. Too busy working on them. Corey is the avid computer game player. He's looking forward to *Heroes of Might & Magic 3*. My 12-year-old son Michael plays all the cartridge games like *Final Fantasy*, *Shining Force*, and *Xenogears*, and keeps me informed on the best parts of those games.

For adventure games, I've played the Monkey Island series, and I really enjoyed *Indiana Jones and the Fate of Atlantis*. For role-playing, I've enjoyed *Dungeon Master*, *Ultima Underworld*, and the Wizardry series by D. W. Bradley. We've just bought a whole bunch of games to check out this Christmas season, so I may have some new favorites soon.

RICK BARBA: What's next for you?

LORI COLE: Well, after some serious R&R, and intensive game-playing, and the release of the multiplayer version of *Dragon Fire*, it will be time to rethink the future of gaming. The heart of what I do—storytelling, character development, and fun—will always be an essential part of all games. However, it's time to take the Quest for Glory series (or any other game I make) in new directions. We'll see where the future will take us.

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